

## CHAPTER THREE

# Overview of the Adventure

This adventure is a fifth edition conversion of the classic dungeon modules *T1-4: The Temple of Elemental Evil*, originally published in 1985. *The Temple of Elemental Evil* was designed as a classic beginning adventure that featured a fully designed village (Hommlet) and a nearby small ruin (the Ruined Moathouse and Dungeons) which new players could cut their teeth on. Following their investigation of that site, the characters learn of an evil plot to return the nearby Temple to its former glory. This leads them to the despicable village of Nulb and eventually to the nearby Temple proper. The Temple itself is a mega-dungeon containing four fully developed levels plus gates that potentially lead to plane-hopping through elemental pocket planes called Nodes. All told, the original modules contained over 220 developed encounters!

The Village of Hommlet (chapter 4) and the Ruined Moathouse & Dungeons (chapter 5) comprised the original module T1 and is designed for characters of levels 1 through 3. The Village of Nulb (chapter 7) and the Temple of Elemental Evil and the Elemental Nodes (chapters 8-17) comprised the sequel T2-4 and are designed for characters of levels 3 through 7. Consult Table 1 for recommended character levels per chapter. The original adventure was intended for a group of six to 10 characters, but the fifth edition conversion is suitable for a group of four to six characters. See the section below for instructions on how to design appropriately challenging encounters depending on the size party and level of the characters.

**If you plan to participate in this adventure as a player, please stop reading at this point!** The information in the rest of this book is for your DM only, so that she may guide you and other players through the adventure. Knowledge of the contents of this book will spoil the surprises and the excitement of the game for everyone concerned.

## NOTES FOR THE DUNGEON MASTER

*The Temple of Elemental Evil* is a mega-dungeon adventure in 15 chapters. Chapter 3 outlines the adventure and contains useful information on the setting, details for the DM on how to start the adventure, and custom encounters to suit the characters. Chapter 4 describes the Village of Hommlet. Chapter 5 details the Ruined Moathouse and its Dungeons. Chapter 6 details the wilderness around the villages and the Temple and includes wandering monster tables. Chapter 7 presents the Village of Nulb, fully designed for this fifth edition conversion. Chapters 8 through 12 describe the Temple of Elemental Evil and its four dungeon levels. Chapter 13 details the introduction on the Elemental Nodes, while chapters 14 through 17 detail the four Elemental Nodes, which have been fully designed for the fifth edition conversion based on the outlines in the original release. The various appendices contain deities, pre-generated characters, nonplayer characters (NPCs), full monster statistics blocks for creatures introduced in this book, new spells and magic items, handouts, maps, and a glossary.

Before beginning the adventure, please read the book thoroughly to become familiar with the details of *The Temple of Elemental Evil*, including the extensive backstory of the original rise to power 10 years ago and the involvement of several deities. To run the adventure efficiently, you need the fifth edition D&D core rulebooks: the *Player's Handbook* (*PH*), the *Dungeon Master's Guide* (*DMG*), and the *Monster Manual* (*MM*). The *Monster Manual* contains full statistics blocks for many of the creatures encountered in *The Temple of Elemental Evil*. Stat blocks for creatures that don't appear in the *Monster Manual* are located in appendix C, and those for fully developed NPCs are located in appendix B. When you see a creature's name or NPC in **bold**, that visual cue

directs you to look up the full stat block in the *Monster Manual*, or the text will direct you to the appropriate appendix. Spells and normal equipment are detailed in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*. New spells, equipment, and magic items introduced in this adventure are fully detailed in appendix D.

In the encounter keys, the encounter number matches the location of the encounter on the maps. For the four levels of the Temple's dungeons, each room number has three numerals. The first numeral indicates the Dungeon Level, while the following two indicate the actual room number. For example, area 121 is room 21 on Dungeon Level 1, while area 423 is room 23 on the fourth level.

Encounter sections that appear in *italics* are designed to be read aloud to the players when their characters first arrive at a detailed encounter, or under a specific circumstance as described in the text. More experienced DMs are encouraged to paraphrase or embellish these read-aloud sections as they feel comfortable. It is encouraged that the DM use not only visual descriptions, but audible, olfactory, or even tactile cues when describing an adventure site for the first time.

The other sections of the encounter contain information the players should not know in advance but may learn in the course of exploring the area, interacting with the monsters or NPCs, or delving into the backstory of the adventure. These key features are generally presented in the order of prominence, or in the order that the characters are likely to encounter them. This is by design, in an effort to assist the DM in processing the information at a glance while running the game at the table. Before the adventure (or a particular encounter) begins, the DM should decide what information to give the players (and how they can get it) and what information to hold back.

The whole is quite general, in fact, and while some characteristics of the NPCs are given, there is sufficient latitude for you to completely personalize the adventure to fit your style of play and satisfy your players. Follow the guidelines given, but round them out to make each encounter unique and to suit your particular campaign.

The persons that are met at the inn, along the road, and so forth, are you; for the Dungeon Master is all: monsters, NPCs, and all else but the player characters.

Play it to the hilt. Do it with flair and wit. Be fair both to the characters and to yourself. Be cunning, but just and honest when in the role of a warding ranger. Be deceitful, clever, and thoroughly dishonest when acting the part of a rogue. Think of the parts you take as those of characters you are playing, and act accordingly. But temper your actions with disinterest in the eventual outcome and keep only the viewpoint of that particular role. Wearing two, three, or a dozen different hats is challenging, but that is part of being an outstanding Dungeon Master.

As a historical note, the area of Hommlet, as well as that of the Temple, was developed in order to smoothly integrate players in the original Greyhawk campaign (both experienced and otherwise) into a scenario related to the "old timers" only by relative proximity. All had new characters, although experienced players were assigned characters with levels above 1st or 2nd. The whole attempt turned out quite well, and many of the NPCs in the adventure are the characters and henchmen developed through play. The situation and the surroundings have been altered because of the actual experiences of these participants, although the clock has been turned back to give you and your group of players an opportunity to make history of your own. [Original author's note: While I am strongly tempted to relate the events of the campaign we played, I believe it to be inappropriate to the adventure.]

Only some of the villagers are named. Please name the others to suit your campaign. A list of random villager names is located in chapter 4 for use by the DM. The DM is encouraged to create such a list for the residents of Nulb (see chapter 7) as well. Most of the local folk are of the Old Faith (druidical) and consider the Druid of the Grove (see area 24, chapter 4) to be their spiritual caretaker. Many of the villagers are human **commoners** but any alterations to their statistics (such as armor worn and weapon wielded) are noted in the text, should the need arise for combat. Please note that the need for villager statistics should be infrequent, at best. It is imperative to keep detailed notes on the character and villager interactions via roleplaying for future reference. The Dungeon Master's aid in appendix E is a comprehensive table listing the NPCs inhabiting Hommlet. Use this aid to track the names of NPCs and any notes regarding interactions with the characters. The DM is encouraged to create one of these aids for Nulb as needed.

Floor plans for most of the buildings and structures in Hommlet and Nulb are not given, so you should design them for areas in which you expect action to occur. Change the map of Hommlet as the game progresses. Note any places destroyed and add new ones for persons you move into the place. If a general battle seems likely, you can list the village militia and fight it out on the tabletop. In short, the scenario has been left as open as possible for your own taste in development. Have fun!

As a final note, remember that the NPCs who are noted as agents of various evil powers will send a continuous stream of information to their superiors. All will be cautious in their actions and are unlikely to be duped or maneuvered. If they participate in any adventures or if they are imprisoned or ill-treated, their masters will be very unhappy if this information is received. The concerned parties will absolutely seek to redress matters according to their alignments, personalities, and ultimate goals. There are wheels within wheels in the Village of Hommlet and the lands around. Behind each person lurks another, the circles growing wider and the figures shadowy but very powerful.

Messrs. Gygax and Mentzer, the original authors, often used esoteric terms and descriptors when designing adventures in the late 1970s and early 1980s. This fifth edition conversion attempts to remain true to the original prose, although it is updated for the modern gamer. Therefore, the reader is directed to appendix G, a glossary of uncommon terms used throughout this book with which the DM or players might not be familiar.

This adventure is designed for beginning level play using the fifth edition Dungeons & Dragons ruleset. A good mix of character classes, including at least two

## ABBREVIATIONS

The following abbreviations are utilized throughout the text of this adventure:

AC = Armor Class	LG = lawful good
DC = Difficulty Class	CG = chaotic good
XP = experience points	NG = neutral good
pp = platinum piece(s)	LN = lawful neutral
gp = gold piece(s)	N = neutral
ep = electrum piece(s)	CN = chaotic neutral
sp = silver piece(s)	LE = lawful evil
cp = copper piece(s)	CE = chaotic evil
NPC = nonplayer character	NE = neutral evil
DM = Dungeon Master	

fighter-types, an arcane spellcaster, and a divine spellcaster, would be ideal. A rogue or two would also be useful as much of this adventure involves exploring ruins and dungeons often laden with traps. Experienced players can also enjoy the scenario, but they should start newly created 1st-level characters to do so. If you happen to have a group which is experienced with the game, allow them to bring their existing characters; there is no sense in requiring that they begin the business all over again. Experienced 1st-, 2nd-, and even 3rd-level characters can easily begin in Hommlet. If characters are higher than 1st-level, modify the material in the “Getting Started” section below, of course, and use the information in the “Designing Appropriately Challenging Encounters” section based on the number and average level of the characters. You should sharply

**TABLE 1: SUGGESTED CHARACTER LEVELS**

Chapter	Description	Suggested Levels
Chapter 4	The Village of Hommlet	1st Level
Chapter 5	The Ruined Moathouse & Dungeons	1st Level
Chapter 7	The Village of Nulb	2nd Level
Chapter 8	Ruins of Elemental Evil	3rd Level
Chapter 9	The Temple of Elemental Evil: Dungeon Level 1	4th Level
Chapter 10	The Temple of Elemental Evil: Dungeon Level 2	5th Level
Chapter 11	The Temple of Elemental Evil: Dungeon Level 3	6th Level
Chapter 12	The Temple of Elemental Evil: Dungeon Level 4	7th Level
Chapters 14-17	The Elemental Nodes	7th Level or higher

## WORLD OF GREYHAWK SETTING

*Publisher's Note: The following section from the original work is largely based on Mr. Gygax's home campaign and is included for completeness.*

Hommlet, Nulb, the Temple—all are vital parts of Greyhawk. This epic adventure formed the basis for a mini-campaign within the larger Greyhawk Campaign. It wasn't exactly a side show, as it turned out, but the adventuring began that way. Many veterans of the Greyhawk Campaign, as well as many newcomers, began adventuring in and around Hommlet about ten years ago. From these episodes rose Burne and Rufus, Jaroo, Terjon, Otis, Y'dey, and the rest. After clearing out all of the Temple's agents in the Hommlet area, various characters banded together to assault the Temple itself. Levels rose sufficiently that characters from the original Greyhawk Campaign became involved, and Lord Robilar eventually entered the Temple with a small party.

Robilar arrived on his *carpet of flying*, and then set off into the Temple depths, leaving his trusty orc hero Quij to guard the transport device and a pair of griffons. While other adventurers had proceeded circumspectly, Robilar bulled his way through. Two days later, much of the Temple was sacked, bits and pieces of monsters were spread about, and a certain personage was loosed. But in the process, the minions of Good had been alerted, and they too arrived in the area, in force. Robilar left with pursuit hot on his tail, Quij wearing a new poncho he'd made from "master's flying rug" (two days being a long time to wait in the cold)! Robilar's ravages were followed by the army of enraged Good folk, led by Tenser and associates—including Otis, Burne, Rufus, et al. Zuggtmoy had been freed, but not much remained for her after all this fun, so, like Robilar, she also departed in some haste. The final result was a draw, with a strategic edge for Chaotic Evil.

All of this happened on another world from yours. Now, you have a similar setting. Who knows how your campaign will develop?

limit the amount of gear and treasure they can bring to the village, as you will understand when you read and prepare the adventure for your particular group. If your group of players has had exceptional luck early in their adventuring careers, simply engineer a minor encounter or two along the way—maybe light-fin-

gered leprechauns, a rogue or two, or perhaps some brigands—to rid them of a few of those cumbersome gems, coins, and magical items.

If the players do not already have characters, the pre-generated ones located in appendix B may be used. If the party has few members or is lacking some of the typical classes for a balanced team, the DM may allow NPC retainers to strengthen the party. There are several NPCs in the Village of Hommlet that might be willing to accompany the characters for an equal share of the loot. These are detailed in the individual encounter areas. The Dungeon Master is also encouraged to adjust the challenge of the encounters based on the relative power of the characters and the skill of the players to provide a fair and exciting adventure. The end of this chapter includes notes and details on how to adjust encounters into suitable challenges based on the number of characters and their average level of experience.

Sometimes, a new player will want to join the party, or a player will need to replace a character who has been killed. The pre-generated characters can be used for this, or the player can create a level-appropriate character on their own. The DM can always treat new characters as wandering adventurers or villagers with a former background as an adventurer.

This is a long-term adventure, designed to be completed over many sessions of play and several months of real time. Successful characters should probably reach the 3rd level of experience by the time they are ready for the challenges of the Temple. Should they continue their quest into the depths of the Temple's dungeons, they will likely reach 7th level (or higher) by its conclusion. The DM should not move the action too quickly; give the players ample short rests between encounters and long rests to regain spells and resources between sessions.

As the characters delve deeper into unraveling the mystery of the Temple reborn of evil, the challenges get even more difficult. The DM can track experience points normally or use the milestone experience progression as described on page 261 of the *Dungeon Master's Guide*. In this case, each chapter is roughly equivalent to one to two levels of experience. For optimal encounter balance, the characters' levels should match the appropriate section of the adventure as summarized on Table 1.



The original publication of *The Temple of Elemental Evil* was located in the exciting World of Greyhawk fantasy setting. It is a world rich in history, intrigue, and magic... a place of opportunity and of danger as well. This story unfolds in a small part of that world, a very small part indeed. But this place, at the foot of the Kron Hills and not far north of the great Azure Sea, could breed dangers to threaten the nearby greater realms with fine-sounding names, such as the Archcleric of Veluna and the kingdoms of Celene and Furyondy. Hommlet and Nulb, two small villages featured prominently in our story, squat in the vales between these great powers like two dark and tiny eyes, surrounded by the ancient wrinkled hills on the face of some evil demigod. For a brief primer on the surrounding region, including random encounter tables plus several set piece encounters, please refer to chapter 6.

If the DM is using his own campaign setting, any temperate frontier land of rolling hills bordering a deep forest with a nearby capital city will serve fine. If the Forgotten Realms setting is used, many suitable locations along the northern parts of the Sword Coast would blend well—perhaps the Troll Hills north of Baldur's

Gate or the rolling hills to the east of Waterdeep. Alternatively, a more central location such as the Dalelands would be suitable. In Eberron, the nation of Thrane would make a fine location for the Temple. The nation of Breland would be an intriguing choice due to its border with the monstrous nation of Drowam to the west.

Appendix A details a few of the deities found in the World of Greyhawk setting which play a prominent role in this campaign, both from a historical perspective and current events. The DM should review those notes with the players either before starting the campaign or sometime early in the characters' careers. If another setting is utilized for this adventure, please substitute the appropriate pantheon of deities.

## DESIGNING APPROPRIATELY CHALLENGING ENCOUNTERS

*The Temple of Elemental Evil* is a super-adventure (or mega-dungeon crawl) designed for characters of 1st through 7th level. For this conversion to fifth edition, we have not altered the original encounters to make them game balanced. The DM must exercise caution when running these encounters for the party based on

their number and level of experience. There are four categories of encounter difficulty: Easy, Medium, Hard, and Deadly. The XP value of all the monsters or NPCs is used to calculate the difficulty of the encounter. Most encounters should be Easy or Medium, with Hard and Deadly encounters reserved for set pieces, sub-bosses, or even boss battles. A typical, balanced, well-equipped party of adventurers with average luck can handle six to eight Medium or Hard encounters before requiring a long rest in a typical dungeon setting (in other words, one that tends to feature more encounters in succession). Use Tables 2 and 3 to alter the design of original encounters in the dungeon or when creating new challenges and encounters as the party explores *The Temple of Elemental Evil* and the nearby environs.

If the characters get in over their heads with a particular encounter, encourage them to flee. Alternatively, the noise generated by a given encounter might attract another wandering monster, which could be an advantage for the outmatched characters. For example, if a battle with a blood-crazed ogre is not going in the characters' favor, have a wandering group of orcs show up, providing just the distraction the characters need to have a chance to escape. Or a gelatinous cube might wander into the fray, attacking the ogre. Or the ogre might come to his senses and switch tactics to capture as many characters as possible for dinner at a later time. If a few of the characters escape, give them an opportunity to regroup and mount a rescue operation.

**TABLE 2: EXPERIENCE BUDGETS**

Experience Budgets		Equivalent Experience			
	Character Level	Easy	Medium	Hard	Deadly
<b>4 Characters</b>	1st	100	200	300	400
	2nd	200	400	600	800
	3rd	300	600	900	1,600
	4th	500	1,000	1,500	2,000
	5th	1,000	2,000	3,000	4,400
	6th	1,200	2,400	3,600	5,600
	7th	1,400	3,000	4,400	6,800
<b>5 Characters</b>	1st	125	250	375	500
	2nd	250	500	750	1,000
	3rd	375	750	1,125	2,000
	4th	625	1,250	1,875	2,500
	5th	1,250	2,500	3,750	5,500
	6th	1,500	3,000	4,500	7,000
	7th	1,750	3,750	5,500	8,500
<b>6 Characters</b>	1st	150	300	450	600
	2nd	300	600	900	1,200
	3rd	450	900	1,350	2,400
	4th	750	1,500	2,250	3,000
	5th	1,500	3,000	4,500	6,600
	6th	1,800	3,600	5,400	8,400
	7th	2,100	4,500	6,600	10,200

First, determine the number of characters in the party, including NPCs (on the left side of the table). Next determine their average level; the table has XP budgets for levels 1 through 7, although the DM can expand the table to include higher levels (or more characters) as needed. Then cross-reference the XP budgets for the different encounter difficulties.

For example, if the party includes a 3rd-level wizard, a 4th-level rogue, a 2nd-level fighter, a 3rd-level cleric, and a 3rd-level ranger, we would have five characters averaging 3rd level. An Easy encounter for this group would be 375 equivalent XP, while a Deadly encounter would be 2,000 equivalent XP.

To determine how difficult an encounter is, add up the XP of all the combatants and then adjust the amount by using the multiplier in Table 3, based on the total number of combatants. Monster XP values are based on challenge rating (CR) values and are included in the *Monster Manual* or stat blocks provided in the appendices. For example, an owlbear (CR 3, 700 XP) would be a Medium encounter for our described party. But five gnolls (CR 1/2, 100 XP each) plus a gnoll pack lord (CR 2, 450 XP) would be a Deadly encounter for our five 3rd-level characters ( $5 \times 100 = 500 + 450 = 950$  XP  $\times 2 = 1,900$  equivalent XP). Keep in mind these calculations are merely guidelines, and other factors (such as terrain, surprise or other tactics, or magic items used by the combatants) could alter the difficulty of the encounter. Note that this calculation is the equivalent XP for the encounter. The characters are only awarded the actual experience points (in this case, 950 XP) for defeating this group of monsters.

**TABLE 3: MULTIPLIERS**

# of Monsters Encountered	XP Multiplier
1	x 1
2	x 1.5
3-6	x 2
7-10	x 2.5
11-14	x 3
15+	x 4

For more information on designing and balancing encounters for fifth edition game play, the DM is referred to chapter 3 of the *Dungeon Master's Guide*.

## TREASURE IN THE ORIGINAL PUBLICATION

*The Temple of Elemental Evil* has been faithfully converted to the fifth edition of the world's most popular roleplaying game. The encounters have not been balanced, and as such, the treasure either carried by individuals or placed in hoards is not balanced. In many encounters, the rewards are close or close enough for a typical campaign. But several encounter areas contain significantly high amounts of treasure that could unbalance a campaign. The reader is reminded that, in earlier editions of the game, experience points were granted for treasures recovered, and this was an important facet of the level advancement system. Depending on the chosen class, tens of thousands—or even hundreds of thousands—of experience points were required to advance from one level to the next.

The DM is encouraged to review the contents of chapter 7 of the *Dungeon Master's Guide* prior to running this classic adventure for the modern (fifth edition) gamer. This chapter details the different types of treasures including coins, gems, jewelry, art objects, and magic items. It also contains tables on how to determine the amount of treasure possessed by an individual or in a lair, based on the challenge rating.

Several examples are presented below to illustrate these concerns.

**Example #1: The Village of Hommlet, Area 18.** There are five commoners (CR 0), with an expected treasure “hoard” of 100 gp to 500 gp. In the original publication, they had 12,780 gp in coins, gems, jewelry, and art objects.

**Example #2: The Village of Hommlet, Area 24.** The druid Jaroo is a CR 4 encounter. One could expect his “hoard” to be about 500 gp in coins, gems, and art objects plus 1d4 magic items, likely from Tables A, B, or C—in other words, relatively minor or consumable magic items. In the original publication, Jaroo has four magic items on his person (including a legendary ring) and three more magic items in his hoard. In addition, he has a cache of gems worth 16,380 gp.

**Example #3: The Ruined Moathouse, Area 35.** Lareth is a CR 3 encounter. One could expect his “hoard” to be about 500 gp in coins, gems, and art objects plus 1d4 magic items. He carries three magic items, including one very rare staff, and his hoard comes in at 20,890 gp worth of treasure! Although this would be consid-

ered a classic boss encounter, adjusting the amount of treasure gained is warranted.

**Example #4: The Temple of Elemental Evil, Area 404.** Senshock is a CR 5 evil wizard. His expected “hoard” would likely be 4,000 to 5,000 gp in coins, gems, and art objects plus 1d4 magic items. Senshock himself has five magic items, and has another in his hoard, plus a trove of 21 potions and all his spellbooks. The gold piece value of his hoard, as originally presented, is worth hundreds of thousands of gp. To be fair, 20,000 gp of this is his alchemy lab equipment, which would be a challenge to transport.

The first two examples detail encounters that occur in the Village of Hommlet. Since it’s not expected that the characters would be defeating most of the good- or neutral-aligned NPCs in the village, alterations here are likely not required. But the next two examples, from the Ruined Moathouse and the Temple, likely need adjustments to bring them in line with modern game conventions. During game preparations, it is suggested the DM adjust these treasure amounts by a suitable percentage, perhaps as high as 75% to 90% for certain encounters. This can be done by removing treasure or reducing the gold piece value of gems, jewelry, or art objects. For example, if a CR 1 encounter has a 6,000 gp gold necklace as treasure, reducing its value to 600 gp would be a suitable solution, and the characters will still get a sense of receiving a piece of treasure for their efforts.

The same goes for magic items. Magic items are assigned a rarity: common, uncommon, rare, very rare, or legendary. Common and uncommon magic items are appropriate for 1st-level and higher characters, while rare magic items should be reserved for 5th-level or higher characters. This is just a guideline, of course. The DM can allow a rare or even a very rare magic item to fall into the hands of a 1st-level character, but this should be the exception to the rule and involve a detailed story hook in the campaign. When adjusting the magic items found in this adventure, options include removing them altogether or replacing them with similar objects of lower rarity. For example, instead of a +2 longsword (rare), replace it with a +1 longsword (uncommon) or even just a longsword that sheds light in a 30-foot radius on command (common). You can also replace permanent items with consumable magic items, such as potions, *spell scrolls*, or enchanted ammunition. Consumable magic items carry half the gold piece value as permanent magic items.

## GETTING STARTED

Players, you should each have a character of first or second level of experience. You are young novices about to set forth on the path to adventure. The road may seem clear at first, but many twists and turns await you—in the near future and in the far as well. Prepare to set forth on a tale of adventure!

Dungeon Master, your tasks are many. You must portray two entire villages, person by person. Scoundrels lurk in shadows, monsters prowl the nearby ruins, and all play their parts in the game. But the challenges, situations, or amusements they present are only as good as your skills at weaving the stories and plots herein. Before the first game, the DM should read and become roughly familiar with the entire adventure. Skip minor details, concentrating on the overall themes and their connections in the different locales. If an encounter includes special notes which will apply before a party can react, highlight or mark such passages as a reminder, so you are sure of properly including each detail. If you start the adventure before reading the whole, limit the first game session to Hommlet itself. Then, read at least enough in advance to keep ahead of the players.

You can have one player read the following “Players’ Background” section to the rest, supplying map 1 for their reference. The background is a bit lengthy, but the road ahead is a long one, as well. Alternatively, the DM can provide this information in smaller pieces prior to the first session, giving characters separate pieces of the backstory that can be shared via interaction.

## PLAYERS’ BACKGROUND

The Village of Hommlet, or merely “Hommlet,” as it is commonly called, is situated in the central part of the Flanaess, that portion of eastern Oerik Continent which is known and “civilized.” The hamlet-sized village (local parlance having distinguished it with the greater term) is located some 30 leagues southeast of the town of Verbobonc, or thereabouts, on the fringe of the territory controlled by the noble Lord the Viscount of Verbobonc. It is at a crossroads.

To the north is the mighty Velverdyva River, along whose south bank runs the Low Road. Many days’ travel to the east, on the shores of the Lake of Unknown Depths (the Nyr Dyv), is the great walled city of Dyvers. The village of Sobanwych lies about halfway



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along the route. Below that to the southeast and east are miles and miles of the twisted boughs of the Gnarley Forest, beyond which is the Wild Coast, the Woolly Bay, and the Sea of Gearnat. The road south forks a league or so beyond the little community, one branch meandering off towards the Wild Coast, the other rolling through the lower Kron Hills to the village of Ostverk and then eventually turning southward again into the elven kingdom of Celene. The western route leads into the very heart of the gnomish highlands, passing through Greenway Valley about a day's travel distant and going onwards to the Lortmil Mountains far beyond.

Hommlet grew from a farm or two, a rest house, and a smithy. The roads brought a sufficient number of travelers and merchant wagons to attract tradesmen and artisans to serve those passing through. The rest house soon became a thriving inn, and a wheel and wainwright settled in the thorp. More farmers and herdsmen followed, for grain was needed for the passing animals and meat was in demand for the patrons of the inn.

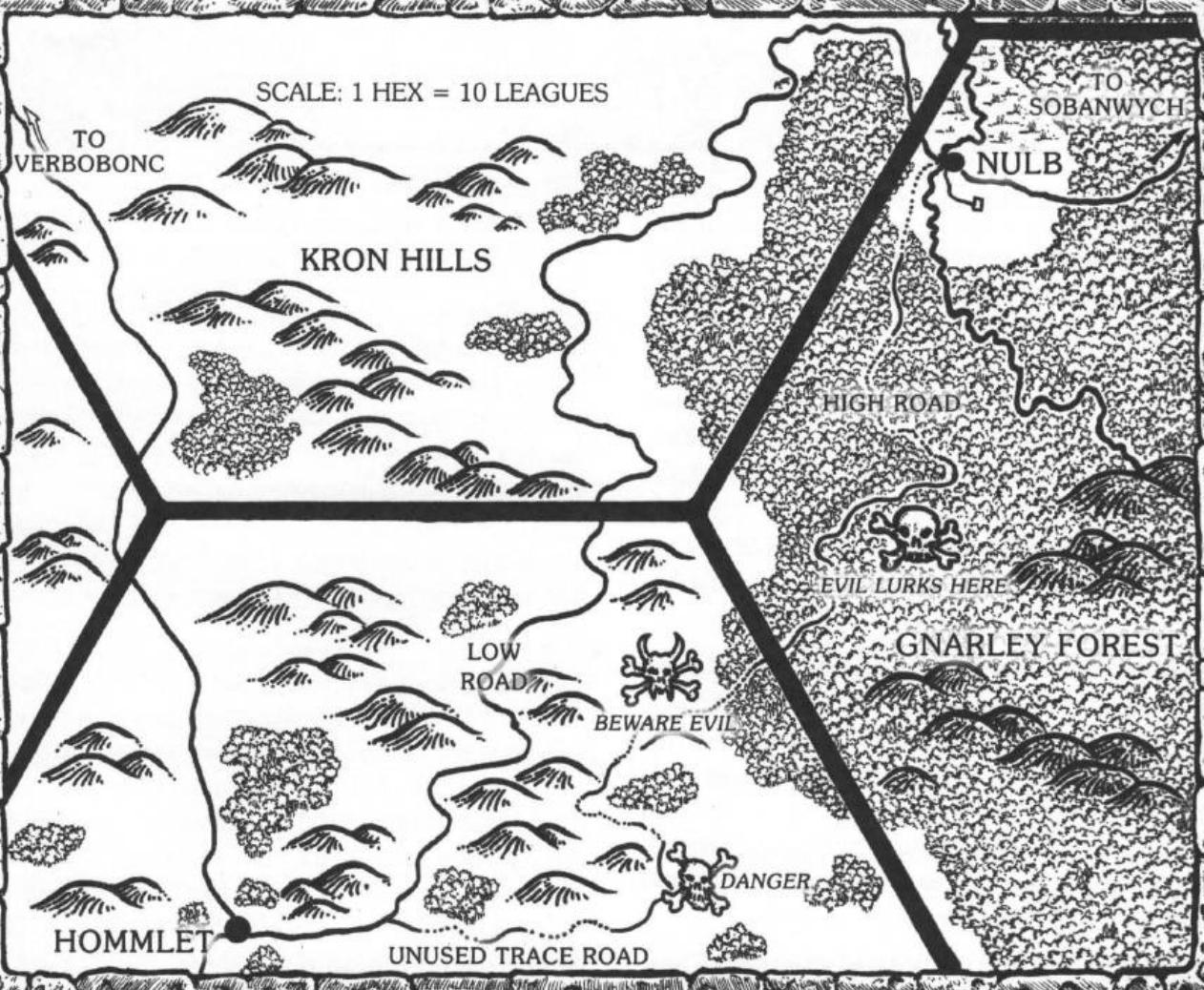
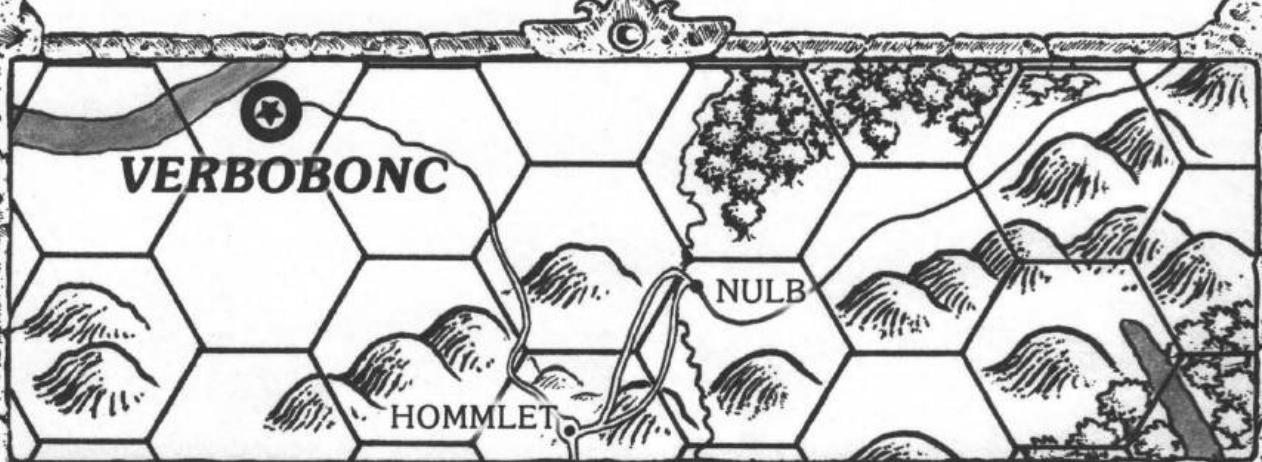
Prosperity was great, for the lord of the district was mild and taxed but little. Trade was good, and the land

was untroubled by war, outlaws, or ravaging beasts. The area was free, beautiful, and bountiful with natural resources. Too much so, in the eyes of some.

Whether the evil came west from Dyvers (as is claimed by one faction) or crept up out of the forestlands bordering the Wild Coast (as others assert), come it did. At first, it was only a few thieves and the odd group of bandits molesting the merchant caravans. Then came small bands of humanoids—kobolds or goblins—raiding the flocks and herds. Local militia and foresters of the Waldgraf of Ostverk apparently checked, but did not stop, the spread of outlawry and evil throughout the region.

A collection of hovels and their slovenly inhabitants formed the nucleus for the troubles which were to increase. A wicked cleric established a small chapel at this point. The folk of Hommlet tended to ignore this place, Nulb. But its out-of-the-way position was ideal for the fell purposes planned for this settlement, as was its position on a small river flowing into the Velverdyva. The thickets and marshes around Nulb became the lair and hiding place for bandits, brigands, and all sorts of evil men and monsters alike. The chapel grew into a stone

MAP 1  
**FROM HOMMLET TO NULB**



temple as its faithful brought in their ill-gotten tithes. Good folk were robbed, pillaged, enslaved, and worse.

In but three years, a grim and forbidding fortress surrounded the evil place, and swarms of creatures worshiped and worked their wickedness therein. The servants of the Temple of Elemental Evil made Hommlet and the lands for leagues around a mockery of freedom and beauty. Commerce dwindled or ceased altogether, while crops were ignored and eventually withered. A deep malaise fell upon the once bountiful region, and pestilence was now abroad.

But the leaders of this malignance were full of hubris and, in their overweening pride, sought to overthrow the good realms to the north, who were coming to the rescue of the land being crushed under the tyranny wrought by the evil temple. A great battle was fought in the Emridy Meadows, northwest of Hommlet.

When the good people of Hommlet saw streams of ochre-robed men and humanoids fleeing south and west through their community, there was great rejoicing, for they knew that the murderous oppressors had been defeated and driven from the field in panic and rout. So great was the slaughter, so complete the victory of Good, that the walled stronghold of the Temple of Elemental Evil fell within a fortnight, despite the aid of a terrible demon. The place was ruined and sealed against a further return of such abominations by powerful blessings and magic.

Life in Hommlet quickly returned to a semblance of its former self, before the rise of the Temple. For five years afterward, the village and the surrounding countryside have become richer and more prosperous than ever before. A monstrous troll which plagued the region for a time was hunted down by a party of passing adventurers. Carrying the ashes and a goodly fortune as well, the adventurers returned to the village. Before going elsewhere to seek their fortunes, the adventurers also returned a portion of the villagers' losses. Other adventurers, knowing of the evil that had once resided in the area, came to seek out similar caches, and several did find remote lairs and wealth. Just as some never returned at all.

After a time, adventurers stopped coming to the area. It seemed that no monsters were left to slay, and no evil existed here to be stamped out. The villagers heaved a collective sigh. Some villagers pained at the loss of income, but others were relieved by the return to the quiet, normal life. And so Hommlet continued its quiet existence for four years more.

But then, perhaps a year ago, the bandits began to ply their nefarious trade along the roads again, and bands of humanoids prowled about the countryside—not too frequently, but to some effect nevertheless, and closer to the village time and time again. To the good folk of Hommlet, this seemed all too familiar, so they sent word to the Viscount of Verbobonc that wicked forces might still lurk thereabouts. This information has been spread throughout the countryside, and the news has attracted outsiders to the village once again. Who and what these mercenaries are, no one can be quite sure. All claim to be bent on slaying monsters and bringing peace and security to Hommlet, but deeds speak more loudly than words and often lies cloak the true purposes of the malevolent.

## ADVENTURE HOOKS

It is suggested the DM provides a reason for the characters to be heading to Hommlet. These could be any of the following, or perhaps each character has their own motivation for traveling to the village.

- The character(s) have been hired to transport an important item (likely a minor magic item, such as a wand or a ring) to Burne in the Village of Hommlet. Burne will know what to do with the item once he receives it in good faith, and he pays the characters the remainder of their fee. Burne is a key NPC that can be used to get the characters to the Ruined Moathouse.
- The characters are hired as caravan guards due to the increased bandit activity in the region. They receive the second part of their payment at Hommlet.
- The characters have a close family member or associate that lives in Hommlet that has recently gone missing. Another family member or associate begs the characters to make haste to the village and investigate, with a cryptic warning of dark times.
- This hook works particularly well for a cleric or paladin that worships St. Cuthbert. The character receives a cryptic vision regarding the old Temple of Elemental Evil and indications that Evil is on the rise again. The character could even have some or all of the mysterious poem that provides valuable clues to the current situation at the Temple (see player handout 9). The character can be acting on his own accord or at the behest of his distant church.
- The nearby elves of Gnarley Wood send the characters

to Hommlet to seek the advice of Jaroo Ashstaff on a druidic matter. It could concern a recent blight affecting important crops, strange unnatural creatures stalking the countryside, or unusual weather patterns (such as snow in the summer) representing the instability of Elemental Evil during the reawakening of the Temple. Jaroo can then point the characters in the direction of the Ruined Moathouse to investigate rumors there.

Regardless of the adventure hook used, the DM might want to run a prelude encounter along the road on the way to Hommlet. This appears to be a typical bandit ambush, but it provides several key clues that the characters can follow up on to eventually lead to the Ruined Moathouse. The ambush is led by the spy, Kilrent (see area 32 in the Village of Hommlet, chapter 4), with aid from the brigands currently residing in the Ruined Moathouse (see area 7, chapter 5).

## PRELUDE ENCOUNTER: ON THE ROAD TO HOMMLET

**DM Note:** Use map 2 for this prelude encounter. Note the tactics of the brigands and their leader, as they seek to

escape if strongly opposed by adventurers.

Over the course of a few hours, the characters should pass travelers hastening away from the village. Some are merchants, but many are tradesmen and farmers (treat all as human **commoners**) that are clearly moving on. None are willing to interact for more than a minute, whispering dark times are coming.

*The sun shines brightly on a fine, yet crisp, autumn afternoon. The road is in poor shape, crisscrossed with deep wagon wheel ruts and occasional standing puddles of muddy water. To either side of the road is lush forest complete with overgrown understory shrubs and bushes. The leaves are already beginning to turn to yellows, oranges, and reds, and leaf litter covers the ground. The forest is alive with bird chatter and insect droning.*

*Ahead, coming around the bend a single form shambles along the road. The man is clearly wounded as evidenced by a blood-soaked cloth bandage wrapped around his head. Another makeshift, crimson-stained bandage is wrapped around his left thigh. He sees your group and attempts to hail you before collapsing from exhaustion.*

The “wounded” farmer is Kilrent, a NE male human **spy** for the Temple of Elemental Evil. He resides in the labor



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camp (see area 32, chapter 4) at the Village of Hommlet, undercover as a laborer working on the castle construction. He is tasked with keeping an eye on notable persons in the village and travelers, especially potential troublemakers to the Temple such as adventurers. He reports to the traders (see area 13, chapter 4) and works with the band of brigands that has moved into the Ruined Moat-house, seeking to join the ranks of the Temple guards. The goal of this attack is more to instill fear in travelers as opposed to wipe them out. As such, these brigands flee after a few rounds of staunch opposition.

Kilrent is not wounded, and the bandages are simply covered with red dye. To discover his ruse, a character must succeed on a Wisdom (Insight) check contested by Kilrent's Charisma (Deception) check. At a distance greater than 30 feet, the character's check is made with disadvantage. Kilrent waits for a target to get next to him to get a closer look at his "wounds," then attacks with a sneak attack using his +1 dagger (+5 to hit, 5 [1d4 + 3] piercing damage) hidden in the folds of his clothes. This signals the brigands to attack with ranged weapons. Kilrent attacks for a round or two before using his Cunning Action trait each round, first to Disengage and then to Dash to flee to the east. Brigand #3 (see below) is hiding in the underbrush and engages any targets trying to follow. While the spy attacks, the head bandage falls off, uncovering his previously concealed forehead scar. A successful DC 13 Wisdom (Perception) check notices the scar.

There are four NE human brigands (treat as **bandits**, save for the equipment carried by each, summarized on the table). All wear face paint plus brown cloaks adorned with leaf litter and twigs that grant advantage on all Stealth checks. Brigand #3 is stationed in the underbrush to the east, along the road. He throws his handaxe and then moves into melee to cover Kilrent's retreat. The other three (#'s 4 through 6) are stationed about 60 feet into the forest on wooden tree stands roughly 10 feet above

the ground. Rope ladders dangle from the tree stands to provide access. These brigands use crossbow fire to pin down the characters. If the characters move into the forest to seek these fellows, they fire off one last shot before using an action to climb out of the tree and then flee as described below.

Kilrent and the brigands have created paths both to the east and west that aid them in escaping on foot. They are not hindered while fleeing. Meanwhile, the characters moving through the underbrush are considered to be passing through difficult terrain. A few hundred feet off the path, the brigands have created several hollows on the ground, each under a makeshift lean-to covered with leaf debris. Each is sized for a prone Medium-sized creature, and in a matter of seconds, a brigand can roll into one of these hiding spots and trigger the leaf-covered lean-to to collapse, creating an excellent hiding location. Discovering one of these requires a successful DC 20 Wisdom (Perception) check, but only if the seeker knows to stop and look. The brigands are willing to hide for a few hours before heading back to their lair via a circuitous route.

None of these brigands or Kilrent (save his dagger) carry any coins or other valuables, but each carries a token hidden on their person. Each is a smooth, flat, river rock inscribed with an eye and a tear (see player handout A). It could be hidden in a boot or a concealed flap in a cloak or even secreted in the brigand's undergarments. It requires a successful DC 15 Intelligence (Investigation) check to find one of these. A convincing Charisma (Intimidation or Persuasion) check might loosen one of the brigand's tongues about these tokens or their affiliation. Each of these tokens is used to confirm their loyalty to the new Temple regime. First, a brigand or spy touches their left eye, and then wipes it to the left. If the responder touches their right eye, the token is produced to confirm.

<b>Brigand</b>	<b>Armor</b>	<b>AC</b>	<b>Weapons</b>
Brigand #3	Leather, shield	14	Spear (+2 to hit, range 20/60 ft., 3 [1d6] piercing) Handaxe (+2 to hit, range 20/60 ft., 3 [1d6] slashing)
Brigand #4	Leather armor	12	Shortsword (+3 to hit, 4 [1d6 + 1] piercing) Light crossbow (+3 to hit, range 80/320 ft., 5 [1d8 + 1] piercing)
Brigand #5	Leather armor	12	Club (+2 to hit, 2 [1d4] bludgeoning) Heavy crossbow (+3 to hit, range 100/400 ft., 6 [1d10 + 1] piercing)
Brigand #6	Leather armor	12	Mace (+2 to hit, 3 [1d6] bludgeoning) Light crossbow (+3 to hit, range 80/320 ft., 5 [1d8 + 1] piercing)

MAP 2

**PRELUDE ENCOUNTER:  
ON THE ROAD TO HOMMLET**

**Key**

- S = Spy
- B# = Brigand
- xxxx = Hidden Path

**B3****S****B4****B5****B6****E****N S****W****To Hommlet****= 10 Feet****WM  
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**Developments.** As stated above, the goal of these brigands is to instill fear in the commoners of the region, and then seek to flee, using their hideout lean-tos as need be. Persistent characters might be able to track these brigands, but they eventually lose the trail. Still, a successful DC 15 Wisdom (Survival) check reveals a generally east passage that then veers off to the south (avoiding the village and heading toward the Ruined Moathouse).

Several of the prominent NPCs in Hommlet (such as Ostler, Jaroo, and Terjon) are very interested to hear

about the bandit attack. If shown one of the Temple tokens, they recommend an audience with Burne, who can connect the dots between the token symbol, the brigands, and the Ruined Moathouse.

If the characters defeat any of the brigands, be sure to adjust their numbers at the Ruined Moathouse.

Play proceeds in the Village of Hommlet in chapter 4.

## CHAPTER FOUR

# The Village of Hommlet

**H**hen the players are ready to embark on their adventure, set the stage by reading the following passage:

*Your party is now approaching the Village of Hommlet, having ridden up from lands of the Wild Coast. You are poorly mounted, barely equipped, and have no large sums of coin. In fact, all you have is what you wear and what you ride, plus the few coins that are hidden in purses and pockets. What you do possess in quantity, though, is daring and the desire to become wealthy and famous. Thus, your group comes to Hommlet to learn. Is this indeed a place for adventurers to seek their fortunes? You all hope, of course, to gain riches and make names for yourselves. The outcome of this is uncertain, but your skill and daring, along with a good measure of luck, will be the main ingredients of what follows, be it for weal or woe.*

*The small community at the crossroads is a completely unknown quantity. What is there? Who will be encountered? Where should you go? These are your first explorations and encounters, so chance may dictate as much as intelligence. Will outsiders be shunned? Are the rumors true? Is the whole community engaged in evil practices? Are the folk here bumpkins, and easily duped? Does a curse lay upon those who dare to venture into the lands which were once the Temple's? All these questions will soon be answered.*

*The dusty, rutted road is lined with closely grown hedges of brambles and shrubs. Here and there it cuts through a copse or crosses a rivulet. To either hand, forest and meadow have given way to field and orchard. A small herd of kine graze nearby, and a distant hill is dotted with the white of a flock of sheep. Ahead are thatched roofs and stone chimneys with thin plumes of blue smoke rising from them. A road angles west into the hill country, and to either side of the road ahead are barns and buildings—Hommlet at last! The adventure begins...*

## GENERAL FEATURES

The Village of Hommlet is depicted on map 3.

**Construction.** The village buildings are constructed from a variety of materials as detailed in the individual location descriptions. Many of these are predominantly wooden, but a few are stone. Most are one story tall. Roof types are either wooden shingles sealed with tar, or fitted slate, and even a few are thatch.

**Doors.** Unless otherwise noted, all doors in the village are wooden. Doors are maintained in suitable working condition and have locks and wooden beams to bar. Locks require thieves' tools and a successful DC 13 Dexterity check to pick. A barred door requires a successful DC 15 Strength (Athletics) check to break open. Doors are unlocked during the daytime and locked at night. All village doors are AC 14 and have 15 hit points. Doors are vulnerable to bludgeoning damage but immune to poison and psychic damage.

**Wandering Monsters.** There are no wandering monsters in the village, but during the daytime, there is a 75% chance every 2 minutes of encountering 1d3 random villagers going about routine activities. At night, this drops to 15% and is limited to those staggering home from the inn.

**Villager Alignment.** Unless specified in an encounter description, assume villagers who follow St. Cuthbert to be some form of good and those who follow the Old Faith to be some form of neutral. In other cases where faith is unclear or irrelevant, as a guideline use lawful neutral for potential allies of the party and neutral evil for potential foes.

**Random Villager Names.** Not all the villagers are named. If the DM needs to make up a name for a non-player character for a particular encounter, roll or assign a name from the table. First roll 1d6 to determine the column selected, then roll 1d12 for either a male or female name. For continuity and consistency, when the DM names a given NPC, it is recommended he jot down a few notes in case the same NPC is encountered again.

	Male Names		Female Names	
D12	D6: 1-3	D6: 4-6	D6: 1-3	D6: 4-6
1	Landon	Toren	Bethea	Izenc
2	Fletcher	Athen	Alina	Robinya
3	Hammet	Rogar	Emelinine	Nora
4	Josep	Garen	Malleta	Talia
5	Americ	Sammus	Katia	Tasadra
6	Thoma	Oser	Murrielle	Danilia
7	Guernon	Honus	Mallanya	Ise
8	Merrimac	Cainen	Molle	Orana
9	Buchard	Clem	Gallia	Myrna
10	Worbur	Timwaz	Evelinia	Asula
11	Zoss	Ceras	Agaila	Eora
12	Alton	Yusk	Olyne	Celadaine

**DM Note on Treasure:** Most of the village locations include an entry detailing treasure. Most of these are cunningly hidden life savings or family heirlooms. They are certainly not detailed so the characters can recover this loot as in a typical dungeon setting.

## HOMMLET RUMORS

Prior to reaching the Village of Hommlet, the DM can utilize this table to impart rumors the characters may have heard about the place in their travels or gleaned from a tavern tale. The table contains various nuggets of information about the village, the surrounding region, and even some of the villagers. Many of them are accurate, but some are misleading or fanciful.

At the beginning of the campaign, to determine rumors known by each character, each player should roll a d4 in secret conference with the Dungeon Master. NPCs, hirelings, and followers do not get a roll. The result of the roll determines the number of rumors known by the individual rolling the die:

### D4 Rumors Known

1	One rumor known
2	Two rumors known
3	Three rumors known
4	No rumors known

Rolls of 1, 2, or 3 will result in that many rolls on the Rumors table using 1d20. A roll of 4 indicates that the adventurer has no knowledge of any rumors pertaining to Hommlet or its history.



**DM Note:** Kind DMs may allow each character to make a DC 15 Intelligence (History) check. Characters succeeding on the check may add 1 rumor to the number known.

The rumors known are determined by the player's roll of the 20-sided die, and the DM reads the appropriate information off the table to the player for each roll. This table and/or the table presented in the Village of Nulb chapter (which tends to deal more specifically with the Temple) can be used. It is suggested this is done secretly where the other players cannot overhear. The DM then tells the player that this is the extent of background information known by their character. Whether or not the player chooses to share this information (all or part of it) with the other players is a personal decision. In this manner, each player is given a chance to see what bits of additional information their character knows before the adventure begins.

## RUMORS

"F" denotes a false legend or rumor.

### D20 Legend/Rumor

- 1 (F) There is a secret passage below the inn that leads to an extensive set of forlorn chambers of a long-dead wizard.
- 2 Roving bands of gnolls are becoming more common in the region. Something or someone must be the driving force for their bold attacks on travelers.
- 3 (F) Ordering the venison stew at the Inn of the Welcome Wench signifies a willingness to join the local thieves' guild.
- 4 Old man Hroth is actually the head of the local militia. Some say he can still swing a sword better than the young'uns.
- 5 (F) The Inn of the Welcome Wench has some of the finest food in the region, and at very reasonable prices.
- 6 The nearby Village of Nulb is a despicable nest of filth and treachery. You should be cautious if you find yourself needing to walk those streets!
- 7 The mercenary Zert is staying at the Inn of the Welcome Wench. He is in between jobs, and his sword arm is for hire. He seems to be a decent chap.
- 8 There is a down-on-his-luck wizard staying at the Inn of the Welcome Wench. He seeks magical scriptures and pays handsomely for any he can acquire.
- 9 (F) Bandit activity on the High and Low Roads has increased lately. They are in league with an evil wizard with a score to settle with the local villages.
- 10 Some great beast is stalking travelers along the High Road. Travel it with caution!
- 11 (F) Black Jay, a mysterious and forlorn herdsman, is in league with the local bandits. He tips them off when a likely score is passing through the village.
- 12 (F) Y'dey, the head cleric of the village, has disappeared mysteriously. The priest, Terjon, is awfully close-mouthed about the situation. I bet he played no small role in her disappearance. He is in charge now!
- 13 (F) The trees of the Gnarley Forest come alive at night to disrupt all attempts to lumber that rich resource.
- 14 The Emridy Meadows are wide plains to the south of Verbobonc. They were the battleground when the forces of Good confronted the evil hordes of the Temple 10 years ago. Some say those fields are haunted to this day!
- 15 There is a settlement of gnomes to the west in the Kron Hills. They are a hearty folk known for mountain goat cheese, fine brews, clockwork contraptions, and swift use of a war pick!
- 16 (F) The bargefolk that ply the Velverdyva River are nothing more than a loose band of pirates and thieves, and they should not be trusted.
- 17 There is a Ruined Moathouse in the fens to the east. It was once a bastion of evil for the Temple. Surely that ruin holds great hidden wealth from a bygone era—and great peril as well!
- 18 (F) Burne and Rufus are nothing but lackeys for the Crown of Verbobonc. Once they complete their castle ("Burne's Folly" as I call it), they will reveal their true motivations, and we will be under the thumb of Verbobonc's tyrannical rule.
- 19 A farmer's daughter named Lysia is itching to explore the Ruined Moathouse, but she needs some equipment and a few companions. I hope she can swing a sword better than she can plow a field!
- 20 Travelers give wide berth to the Ruined Moathouse. They report strange noises and lights at night. Perhaps that forsaken ruin is cursed or haunted!



## KEY TO THE VILLAGE OF HOMMLET (MAP 3)

### AREA 1 – PROSPEROUS FARM COTTAGE AND LARGE BARN

*This house of wood and plaster is well-kept, and the barn beyond is bulging with hay, grain, and so forth. Several fat animals are about. Two large farm dogs noisily bark at your approach, and a rosy-cheeked goodwife appears at the doorway.*

The large goodwife, Mona (human **commoner**), is friendly, greeting all who call, while her four children look on. Inside, a young girl and her old granny do various chores. The lintel over the front door is carved with acorns and oak leaves. If politely asked, any adult in the family will state that the family is of the Old Faith (i.e., druidical). The head of the house and his two full-grown sons (all human **commoners**) are at work in the nearby fields. These three are members of the town militia. The elder has a halberd (+2 to hit, 5 [1d10] slashing damage) and a ring mail jack (AC 14), while his sons have leather armor and shields (AC 13), and they wield a flail (+2 to hit, 4 [1d8] bludgeoning damage) and a handaxe (+2 to hit, 3 [1d6] slashing damage), respectively. Each carries a

dagger (+2 to hit, 2 [1d4] piercing damage) at all times. They take arms only in self-defense or when called up by the village elder.

The two farm dogs (**mastiffs**) attack intruders if their master or his family are attacked or even visibly threatened.

There is nothing here of interest to the adventurers. Other than feed grain or hay, the farmer has nothing to sell or trade.

**Treasure.** The farmer has 57 pp hidden in his mattress and a blue spinel (500 gp) sewn into the lining of his pouch, saved for hard times. The coin stash can be easily located by searching the mattress, but finding the gem requires a successful DC 20 Intelligence (Investigation) check.

### AREA 2 – MODEST FARMHOUSE AND BARN

*Clean but slightly run-down buildings indicate that this farm is not very prosperous. However, the stock appears quite healthy and plump. An active lad of 12 summers or so is doing chores. Nothing appears of particular interest.*

An elderly couple herein are master and mistress; the boy is a servant. The mistress and the servant are human

**commoners.** The elderly farmer is Hroth, a retired NG fighter (use the **lieutenant** statistics in appendix B) still somewhat in practice, although not quite as spry (his Dexterity is 12 [+1]). He owns a suit of scale mail and a shield (AC 17), a longsword, and a light crossbow (+3 to hit, range 80/320 ft., 5 [1d8 + 1] piercing damage), all kept in a chest in the front room. He is, in fact, captain of the local militia, though he will say nothing of it.

These folks have nothing to trade. The elders say that their son, **Elmo, human ranger** (see appendix B), would be interested in talking with strangers—he's at the inn having a jack of ale. Their other son, Otis (they sadly shake their heads), took service with some gentlemen and is away seeking his fortune. Elmo is strong, but not too quick, and is overly fond of brew.

**Treasure.** Underneath some rusty nails in a keg in the back shed are 172 ep, 51 gp, and 20 pp. It requires a successful DC 14 Wisdom (Perception) check to locate this small hoard. A cupboard in the house holds a silver service (1,300 gp) which can be easily found. Elmo's valuables are hidden in a lead-lined oaken chest buried in the dirt floor of the barn. A successful DC 17 Wisdom (Perception) check is required to find this stash. The large chest holds a suit of *+1 chain mail*, a *+2 shield*, *+1 battleaxe*, 100 sp, 50 gp, 10 pp, and 10 small pearls (100 gp each). The lead is thick enough to foil all attempts at magical detection. He also owns a longbow with two score arrows, half of them silvered, though he does not bring this weapon on adventures.

**Developments.** Elmo may (50% chance) return while the party is here or may (25%) be encountered on the road after the characters depart; otherwise (25%), he will be at the inn.

Elmo will reveal his status (man-at-arms) to any who ask. While in town “carousing,” he is unarmored (AC 7) but he always carries his *+2 dagger*. If asked about it, he proudly proclaims “My brudder Otis gave it to me!” Elmo’s speech is slow and halting. He often appears tipsy and jovial, frequenting the Inn of the Welcome Wench much of the time. Elmo only pretends his inebriation; he is, in fact, a ranger and an agent of the Viscount of Verbobonc. His town visits are for the purpose of observing newcomers to insinuate himself in their expeditions.

He is willing to work as a hireling and states his interest: money (obviously to be used for ale purchases).

He gladly accompanies the characters on an adventure, provided they furnish him with “chain armor and a BIG axe.” If employed, he dons his own mail (see above) in place of that given (or under a lighter type) and uses his own magical battleaxe as well.

Should anything dire befall Elmo, his brother Otis will eventually hear of it and seek redress. See area 2 in the description of Nulb (chapter 7) for details.

## AREA 3 – COTTAGE

*This rustic cottage is set away from the road among a small copse of trees. The brown wooden abode sports green shutters and a wood plank roof.*

This dwelling houses the local woodcutter, Fenn, who is a member of the local militia. He lives with his wife and three young children, all human **commoners**. He has nothing of interest to characters and is not interested in adventuring. He keeps his leather armor (AC 11), battleaxe (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands), and heavy crossbow with 30 bolts (+2 to hit, range 100/400 ft., 5 [1d10] piercing damage) in a chest in the bedroom.

**Treasure.** In a pouch under the floorboards of his cottage are 38 cp, 17 sp, 13 ep, and 9 gp. It requires a successful DC 15 Wisdom (Perception) check to locate this modest stash.

**Developments.** Fenn is of the Old Faith and reports anything unusual to the druid (area 24).

## AREA 4 – WELL-KEPT FARM

*The house and barn show that this farmer is doing well, and the stock in the fenced-in yard are very fine-looking. The house and barn sport a fresh coat of matching red paint, and the yard is tidy and well-tended. You see a fetching feminine face in a window.*

A widow and her two grown sons dwell here, the latter with their wives and eight children. All are human **commoners**, although the two grown sons are members of the militia. Each is armed with a handaxe (+2 to hit, range 20/60 ft., 3 [1d6] slashing damage) in addition to a club. They are interested in neither trade nor adventuring. These folks are all of the Old Faith.

**Treasure.** In a large, iron pot buried beneath the tree in the backyard are 421 sp and 97 gp. Unless prompted to search here, finding this hoard requires a successful DC 22 Wisdom (Perception) check.

## AREA 5 – PROSPEROUS FARMHOUSE

A neat, mid-sized, wooden cottage is situated along the road. Behind the structure are the even rows of a small plot of apple trees, laden with crimson fruit. A hedge of thick evergreens lines the property edge to the north.

This farmer is a widower of middle age with the trying task of raising five children, the two eldest being teenaged daughters. A manservant laborer helps with the chores. All are human **commoners**. The farmer is the brother of the farmer to the south (area 1) and is quite distant and taciturn. He turns folk away unless they have farm business.

The farmer and the manservant are both militiamen. The farmer keeps his leather armor (AC 11) neatly hung near the front door and has a longsword (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands) concealed in a closet. The manservant has a glaive (+2 to hit, 5 [1d10] slashing damage) stashed with the other gardening tools.

**Treasure.** Inside a crock in the manure pile are hidden 55 gp, 37 pp, and three zircons (50 gp each). The farmer carries 8 cp, 22 sp, 15 gp, and 8 pp in his purse at all times.

## AREA 6 – HOUSE WITH LEATHER HIDE TACKED TO FRONT DOOR

Situated in the town's center square, directly across from the inn, is a long, low building of wood with a matching wood slate roof and blue shutters. Hanging over the door is half a saddle along with several other leather goods, such as a wineskin, a cured animal hide, and a high leather boot. The top half of a double door is wide open, and movement can be seen in the interior. The strong scent of cured leather hide permeates the grounds.

This is the home and business of the village leatherworker and his wife, her brother (a simpleton who does not bear arms), and three children, the eldest of whom is a 12-year-old boy. All are human **commoners**. The leatherworker is a “jack of all trades,” being shoemaker, bootmaker, cobbler, saddler, harness maker, and even fashioner of leather garments and armor. The latter requires some time and a number of fittings and boiling.

The leatherworker is not interested in any sort of adventuring, but is a militiaman, as is the eldest boy. The leatherworker has leather armor and a shield (AC 13) and carries a handaxe (+2 to hit, 3 [1d6] slashing dam-

age) and a sling (+2 to hit, range 30/120 ft., 2 [1d4] bludgeoning damage). The son wears leather armor (AC 11) and carries a dagger (+2 to hit, 2 [1d4] piercing damage) and a sling (+2 to hit, range 30/120 ft., 2 [1d4] bludgeoning damage).

**Treasure.** Sewn into an old horse collar are 27 gp, 40 ep, and a silver necklace (400 gp). It requires a successful DC 20 Wisdom (Perception) check to find these valuables.

## AREA 7 – LARGE BUILDING WITH SIGN

The square wooden sign shows a buxom and smiling girl holding a flagon of beer. This must be the Inn of the Welcome Wench, a place renowned for its good food and excellent drink! Passing merchants make a point of stopping, as do many other sorts of wayfarers, and it is said that the place is always filled with patrons.

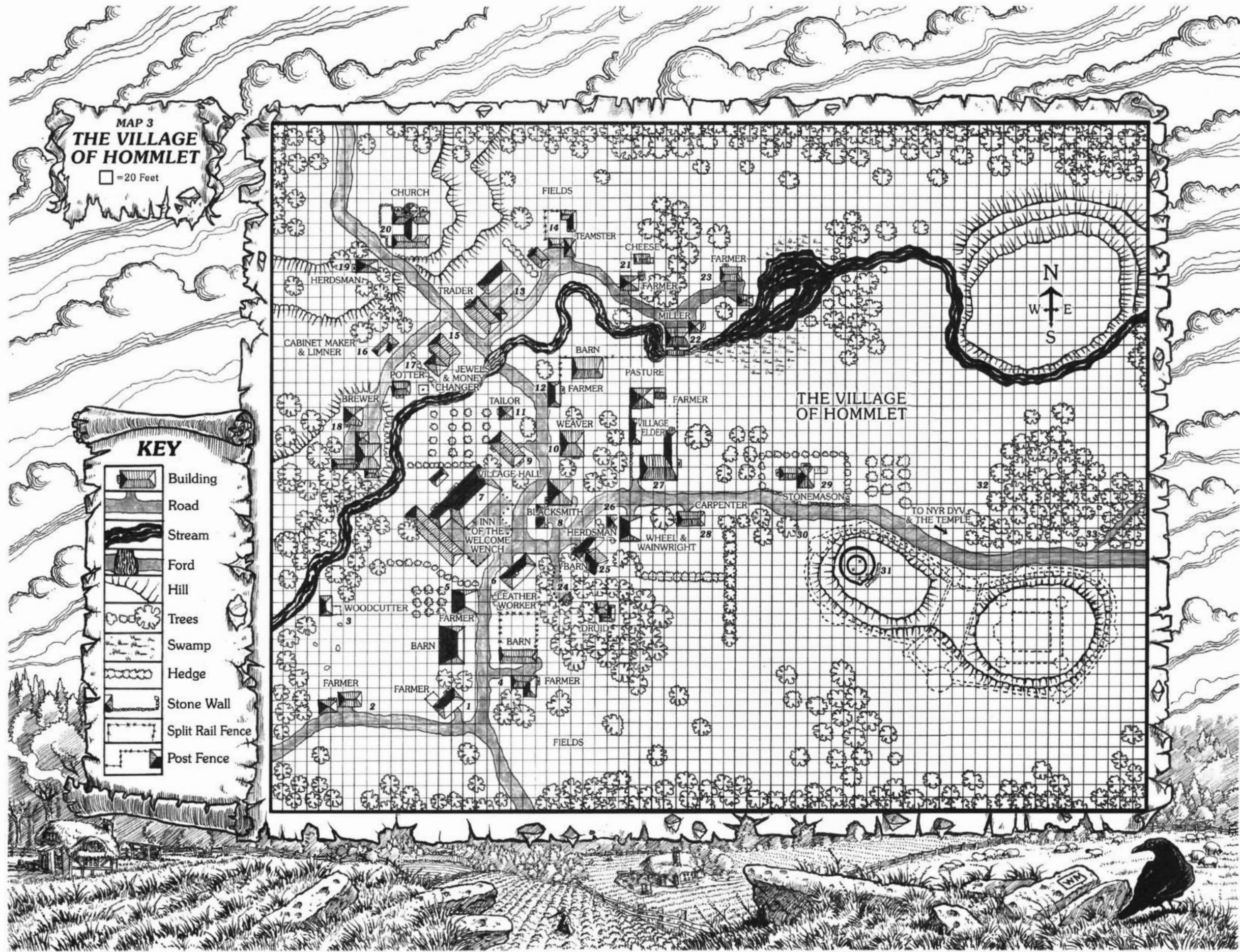
The three levels of this place are depicted on map 4, and the building is described in detail below.

A young stable boy and a groom handle the draft and riding animals, and themselves live in the stables. Both are human **commoners** and wield spears (+2 to hit, 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands).

The innkeeper is **Ostler Gundigoot** (see appendix B), always found bustling about the place along with his goodwife, Glora. Their two daughters (Leah and Laina), a serving wench or two, and a pair of potboy apprentices round out the staff. All except the innkeeper are human **commoners**. Ostler is the sergeant of the militia, and the stable boy and groom are also members.

Several (4d4) customers are in the main room most of the time. The host talks freely but says little. He has a sharp eye and a good sense for judging character. He serves all comers and will rent a room to anyone who is not causing trouble.

**Menu and Prices.** The cost of food and drink at the Welcome Wench is higher than usual. It is the only inn for many miles; the place is renowned, its food is better than average, and the area is prosperous. The daily menu changes and is displayed on a chalkboard in the main room. See player handout 2 for a sample menu, but feel free to modify it if the characters return here often. The locally brewed ale and beer are supplemented by brews from other sites, and wine, mead, and brandy from all over the Flanaess make their way to the boards of the Welcome Wench.



FLIP  
OPEN FOR  
GATEFOLD  
MAP



## KEY TO THE INN OF THE WELCOME WENCH (MAP 4)

### I1. COMMON ROOM

*This large place is bright and cheerful. It contains several rough-hewn tables and chairs, boards, and benches. Natural tree trunk pillars support the ceiling overhead, all dark with smoke and age. A motley group of people is here.*

In the daytime, half of the 4d4 customers in the place are travelers (merchants, tinkers, peddlers, etc.), and half are local folk. In the evening, double the number rolled, with a 50% chance that each of the NPCs who have chambers above (see areas I6, I10, I13, and I14) are in the common room. Roll for each NPC once per hour. Several barmaids and potboys circulate, bringing viands and drink, taking away the empty plates and flagons, stoking the fire if the day is chilly, and so forth.

### I2. PRIVATE ROOM

This chamber is for visiting noblemen, rich merchants, and the like. Behind a door, the room contains a long table and comfortable side chairs. It is also used by those wishing to have a private meal. It is nicely furnished, with tapestries and paintings on the walls. It is expected that Ostler's palm be greased to use this room.

### I3. PRIVATE ROOM

This place is generally kept aside by Ostler Gundigoot for those of his patrons who wish privacy to confer, game, or whatever. It is in a dark and inconspicuous corner.

A secret door is concealed in the wooden paneling along the southeast wall. It requires a successful DC 20 Wisdom (Perception) check to locate. It can be opened by pressing a concealed button to release the catch. The panel then slides upwards revealing a narrow, stone staircase leading down to a secret room in the cellar (see area I28).

**Developments.** This place was used extensively during the time of trouble with the Temple of Elemental Evil, but it is now in disuse and few of the village folk know it exists.

Meals are served on pottery, pewter, or copper services, according to the order. Various leather jacks, pottery mugs, wooden tankards, pewter steins, glass flagons, crystal goblets, or silver chalices are used for potables.

**Rooms.** The upper rooms are very clean, and all except the common dormitory are heated. Each has a fine bed, many covers, washstand, chamber pot, towels, pegs for garments, and several chairs and stools. The larger rooms have armchairs, tables, footstools, bed warmers, curtained beds, and good rugs on the floor as well as wall hangings with a local flair. The cost of each room varies and is noted in the key to the second floor. A successful DC 15 Charisma (Persuasion) check is required to negotiate a better deal, but only for a longer-term (one week or more) stay.

**Developments.** The first potboy is an **aspiring druid** (see appendix B), and he serves as the courier to the Druid of the Grove (see area 24), bearing messages of interesting tidbits to him. At the DM's discretion, this young lad could be ready to accompany the characters on an adventure.

## I4. BAR

This is the proprietor's usual station. He sees to the filling of jacks of ale, tankards of beer, and flagons of wine. Boiled eggs, cheeses, and hard biscuits or crackers are often atop the trestle. Serving girls carry the food from here to the common room. There are great barrels of ale and beer, tuns of wine, and a cask of brandy with spigots ready at the host's hand.

**Treasure.** A box under the bar holds coins in separate compartments: 61 cp, 33 sp, 17 ep, 47 gp, and 11 pp. This ready money is taken upstairs each night. Gundigoot keeps about 100 gp worth of various coins in his apron pockets.

## I5. KITCHEN

The huge fireplace usually has various pots and kettles within, a roast turning, and several fowl kept warm in its side places. Goodwife Glora Gundigoot is in charge here, keeping the cook and scullions hopping from late in the afternoon to deep into the night.

At the west end of the kitchen are steps leading down to the cellar (see area I21) and up to the private apartment of the owner (see areas I18-I20).

## I6. PRIVATE ROOM

This chamber is rented by Zert, a human fighter who is ostensibly awaiting the return of a caravan from the south, but who is actually a NE spy for the Temple. The traders (see area 13) know who Zert really is and where his loyalties lie, but he does not know that they are also pawns of Evil. He is quite strong (Strength 16 [+3]) and able to drink great quantities without becoming drunk.

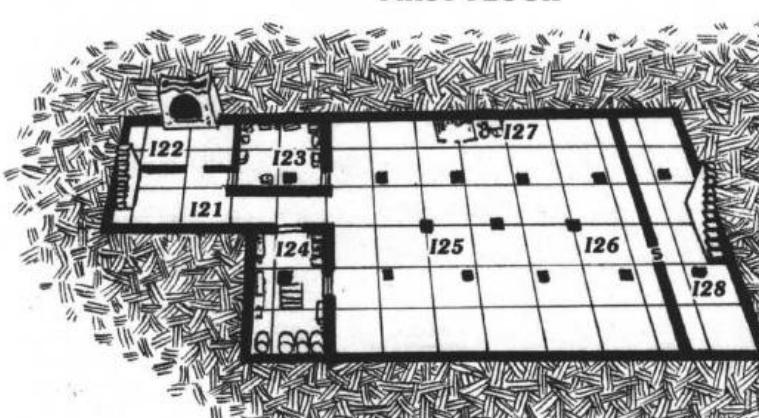
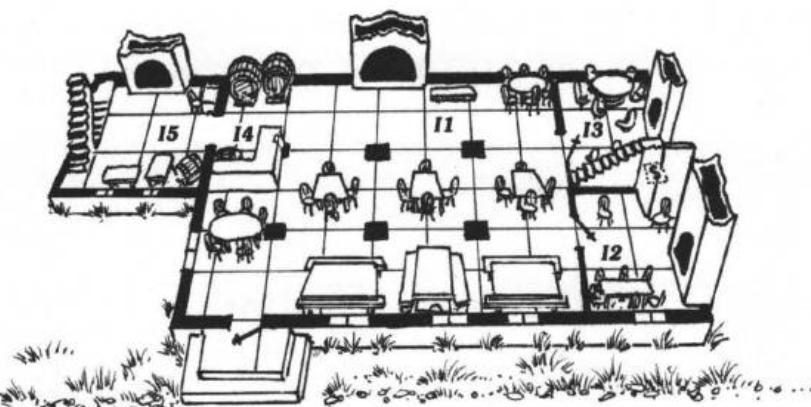
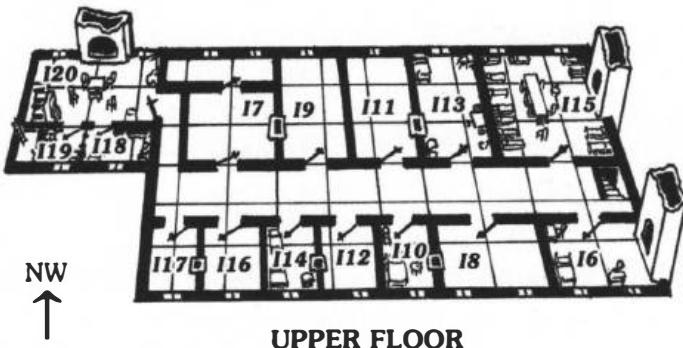
He wears scale mail and carries a shield (AC 18 when fully outfitted). He carries a longsword (+5 to hit, 7 [1d8 + 3] slashing damage, or 8 [1d10 + 3] slashing damage if used with two hands) and a dagger (+5 to hit, range 20/60 ft., 5 [1d4 + 3] piercing damage). His **warhorse** and lance (+5 to hit, 9 [1d12 + 3] piercing damage) are in the stables.

**Treasure.** Zert carries 20 gp in his purse. Saddlebags on the table in his room hold other garments. A pouch in plain view holds 27 sp, 12 ep, and 40 gp. Hidden in a locked coffer under some of his clothing are 265 gp, 100 pp, and 10 black pearls. Zert has the only key (in his pocket), although the lock can be easily picked with thieves' tools and a successful DC 12 Dexterity check.



**MAP 4**  
**INN OF THE WELCOME WENCH**

□ = 10 Feet



CELLAR



Each pearl appears to be worth  $(1d6 + 4) \times 100$  gp, but they are flawed (only 100 gp each). This fact can be discerned with a successful DC 17 Intelligence (Investigation) check or following examination by someone with jeweler or gemcutter experience in their background or proficiency with jeweler's tools.

**Developments.** Zert happily offers to go with characters on an adventure for an equal share of treasure. In addition to reporting back to the traders at area 13 on their activities, Zert looks for an opportunity to betray the characters. He gladly switches sides with the characters' enemies in hopes of slaying them and taking their goods.

## I7. PRIVATE SUITE

The noble or wealthy rent this suite which includes breakfast furnished. The outer room is a sitting room with a table and upholstered chairs. The inner has a huge feather bed, chairs, and a closet. Cost: 5 gp per night.

## I8. PRIVATE ROOM

This simple room has two wooden beds, each with a lumpy mattress. There is also a round table and two wooden chairs plus a chest with a padlock and key. Cost: 2 gp per night.

## I9. PRIVATE ROOM

This simple room has one bed but also an extra table and chairs. Cost: 5 ep per night.

## I10. PRIVATE ROOM

This place is currently the lodgings of Spugnoir, a LN human **fledgling mage** (see appendix B) currently down on his luck. He came into the village with a merchant wagon and is staying in hopes of gathering spells, for he recently lost his spellbook. Currently, he is undergoing the tedious task of gathering new spells; so far, he has only managed to acquire *comprehend languages*, *detect magic*, and *sleep*. He has learned that a warlock was housed in the Ruined Moathouse and plans to quietly search it. His garb is nondescript, as he does not wish to attract attention nor be recognized as a wizard.

**Treasure.** A large trunk in his room holds his clothing, professional paraphernalia, and a fair assortment of dungeon exploration equipment (equivalent to a dungeonioneer's pack). His funds currently amount to 7 sp, 9

gp, 11 pp, and three zircons (50 gp each). The coins are in his pouch, and the gems are secreted in the hem of his cloak. These can be found with a successful DC 15 Intelligence (Investigation) check.

**Developments.** If approached, he will claim to be working for a sage and offer to accompany the characters to the Ruined Moathouse in exchange for all *spell scrolls* found. Otherwise, he attempts to shadow the party and glean what he can about the Ruined Moathouse.

## I11. PRIVATE ROOM

This simple place has a single one-person bed and an extra table and two chairs. A black bear rug in poor condition (25 gp) is under the table and chairs. Cost: 5 ep per night.

## I12. PRIVATE ROOM

This sparse room has two single beds and a standard chest with a padlock and key. Cost: 1 gp per night.

## I13. PRIVATE ROOM

This comfortable room is the quarters of one Furnok of Ferd, a "treasure finder." Furnok is a N half-elf **pickpocket** (see appendix B). Since he is a half-elf, adjust his statistics accordingly:

- He has darkvision out to a range of 60 feet.
- He has advantage on saving throws against being charmed, and magic can't put him to sleep.
- He has the additional skills Investigation +4 and Persuasion +4.
- He speaks Common, Elvish, Orcish, and Thieves' Cant.

He loves to gamble, in part since he knows how to nick cards, and has a pair of loaded knucklebones. For game purposes, treat this as Furnok having Expertise with his gaming sets; for knucklebones he makes Dexterity checks (+8), and for cards he makes Intelligence checks (+6). He is careful to play so as not to be caught cheating, and makes a modest living thus, mostly skinning passing merchants and pilfering coins. If the worst should come during one of his scams, he uses his magic ring (see below) to escape.

**Treasure.** Furnok's funds consist of a small hoard of 37 gems worth 50 gp each (three bloodstones, eight carnelians, four chalcedonies, four citrines, six onyx, nine

zircons, and three rock crystals), and 12 sp and 12 gp for gambling. He has a +1 dagger (+7 to hit, 7 [1d4 + 5] piercing damage) hidden in his boot, which can be found after a thorough search and a successful DC 14 Intelligence (Investigation) check. He also has a *ring of invisibility* and a *scroll of protection* (fey).

**Developments.** If offered a chance to adventure, Fur-nok is willing to go along for an equal share (plus all he can surreptitiously lift, particularly magic items which he covets). To show his good faith, however, he will put up his *scroll of protection* (fey), hoping to parlay it into far more.

## I14. PRIVATE ROOM

This place houses a strange pair: a hulking fighter, **Kobort** by name, and his associate, a small and thin fellow called **Turuko**, a Bakluni from unknown parts (see appendix B for both). Kobort carries a longsword and dagger and keeps a lance (+6 to hit, 10 [1d12 + 4] piercing damage), a flail (+6 to hit, 8 [1d8 + 4] bludgeoning damage), and a battleaxe (+6 to hit, 8 [1d8 + 4] slashing damage, or 9 [1d10 + 4] slashing damage if used with two hands) in the stables with his **warhorse**. Turuko keeps weapons handy at all times and has a **riding horse** in the stables. Kobort was passing through these parts when the dim-witted brute fell in with the monk. Turuko convinced the huge man that he could make them wealthy and famous. The monk believes himself to be highly clever.

They currently have only 40 cp, 5 sp, and 12 gp between them. "Something must be done soon!" says Turuko.

**Developments.** Turuko's plan is to waylay and rob adventurers returning from a successful expedition to the Ruined Moathouse, for he knows that there are monsters and treasure there. The pair tries to accompany a small party, hanging back during fights and then attempting to overwhelm the characters when they are weakened. Otherwise, these two will spy on a large group and attack only if it is weakened and the pair have a clear advantage. If Turuko is defeated, the characters might be able to persuade Kobort to surrender. He has good intentions; it's just that he is easy to manipulate. If treated with respect, the somewhat simple-minded fighter could become a staunch ally and devoted hireling.

## I15. DORMITORY SLEEPING ROOM

Here, most of the lesser travelers can spend a warm and a safe night for a mere silver piece. The place has a dozen pallets, and in the morning, the table in the center is loaded with hot tea and fresh loaves at no extra cost. Even these folks receive warm water and clean towels for morning ablutions; such is the quality of the Welcome Wench Inn! There are always 2d6 (or more) sleeping here. Cost: 1 sp per night.

## I16. SPARE ROOM

This place is rented if the inn is exceptionally crowded, but it is normally the quarters for the potboys and scullions, for Ostler Gundigoot is a very kind master. On cold nights, he will have a fire in the room, too! Cost: 5 sp per night, if available.

## I17. SERVING WENCHES' ROOM

Though this chamber has cots for four, two wenches currently share the room. When the busy season arrives, one or two likely lasses will be hired on.

## I18. GUNDIGOOT'S CHILDREN'S ROOM

The host's two young daughters are quartered here, under the watchful eye of Goodwife Gundigoot. There are two simple beds, floral-patterned linens and curtains, and a small closet. An array of wooden toys are scattered about the floor.

## I19. GUNDIGOOT'S CHAMBER

In addition to bed, dresser, and armoire in a bedchamber, Ostler Gundigoot and his wife have a small side room where accounts are kept, and the riches are stored.

**Treasure.** A small, secret compartment in the north wall holds a locked iron box. The compartment can only be found with a successful DC 17 Wisdom (Perception) check. Ostler carries the only key, although it can be picked with thieves' tools and a successful DC 16 Dexterity check. Inside are six pieces of jewelry worth a total of 16,000 gp. These include a pair of matching gold bracers (1,000 gp each), an electrum jewelry box inlaid with onyx (2,000 gp), a platinum ring set with a pink pearl (3,000 gp), a gold necklace (4,000 gp), and a pair of silver earrings set with rubies (5,000 gp). There are also two sacks of coins, one of gold (400 gp) and one of platinum (100 pp).

A ladder leads to the loft over this small portion of the place, and a concealed door from there leads to the attic of the inn proper. The concealed door can be located with a successful DC 12 Wisdom (Perception) check. If anyone of highly suspicious nature stays at the inn, Gundigoot gets the Druid of the Grove (see area 24) to spy upon the room of concern by means of small sliding ceiling panels.

## I20. PARLOR

This is the living and dining area for the Gundigoot family. It has heavy wooden furniture, polished brass pieces (candlesticks, serving plates, and platters as well as several goblets), tapestries, and so forth which display comfortable affluence.

## I21. STORAGE AREA

Here are sacks of various cooking supplies for the kitchen, boxes of linens, barrels of flour, and so forth. Herbs and other items are hung from the beams overhead. This section of the basement is kept warm and dry from activity in area I22.

## I22. SUMMER KITCHEN

In very hot weather, cooking which cannot be handled on an outside fire is done here. In winter, additional cooking is also done here, so the area is dry and warmer than the rest of the cellar. Scullions and menials sometimes sleep here. Various foodstuffs are stored in cupboards, as are extra plates, platters, etc.

## I23. LOCKED STORAGE

The doors to this room are locked, and Ostler and Glora each have a key. The lock can be picked with thieves' tools and a successful DC 15 Dexterity check.

A well and heavy stone wall keep this room cool, where perishable cheeses, butter, meats, and such are kept. Smaller barrels of ale, beer, mead, and table wine are also stored in this room.

## I24. LOCKED STORAGE

The doors to this room are locked, and Ostler and Glora each have a key. The lock can be picked with thieves' tools and a successful DC 15 Dexterity check.

This is the wine cellar. The rarest wines and brandies in butts and tuns are along the walls. Shelving in the center holds small casks and pottery jars of the same.

## I25. MAIN CELLAR

Various old furniture and unused items are stored here, along with empty crates, hogsheads, barrels, rusty tools, an old wheelbarrow, and miscellany. A large supply of cordwood is stacked to either hand just at the entry so as to assure plenty of dry fuel for the many fireplaces of the hostel.

## I26. HUGE CASKS

In addition to a number of empty kegs, barrels, hogsheads, pipes, butts, and tuns, three great casks are here. Two have dregs of wine in them, but the third is empty and hides a secret door that can be located with a successful DC 20 Wisdom (Perception) check. A portion of its side swings up to allow entry into the interior (which is dry), and a hidden catch allows the far end to swing inwards if triggered by insertion of a dagger blade (or another thin metallic object) in the proper crack in the fieldstone wall. The secret door provides access to area I28.

## I27. ASHPIT

The sweepings from the fireplace above are dumped down a chute and deposited here. They are gathered periodically for use in soap making or for fertilizer. Ashes from the other fireplaces in the inn are stored here as well, since a grinder and separator mechanism are here. Since the place is entirely made of stone and iron, the risk of a fire hazard is minimal. Inadvertently discarded valuables are sometimes present.

## I28. DISUSED SECRET ROOM

When Evil held sway in the territory, this place served as the meeting room and headquarters of the folk opposed to the Temple. It still contains many bunks built along the walls, several tables and benches, stools, and carefully stored arms, their metal greased to prevent rust. Food, clothing, and bedding are easily moved to the place from the inn in a time of need. The ceiling of this room is very low compared to the rest of the cellar. A false crawlspace, flagged with stones and a layer of earth, is between it and the inn floor above. The room is thus nearly soundproof.

Ten wooden bucklers and 17 shields are hung on the walls. Helmets and leather jacks (12 of each) are kept in a great wooden unlocked chest.

Stored here against future dark times are:

- Seven battleaxes
- Three halberds
- Seven light crossbows with 130 bolts
- Twelve daggers
- Three glaives
- Twenty javelins
- Three maces
- Two morningstars
- Four lances
- Eight spears
- Twelve longswords
- Twelve shortswords

## AREA 8 – OPEN SHED AND HOUSE BEHIND

*Horseshoes are nailed to three faces of the post in front of this shed, and within sit a forge and bellows. This is obviously the smithy. A short, but brawny man is vigorously pounding away at a piece of red-hot iron in an open workshop attached to the main building.*

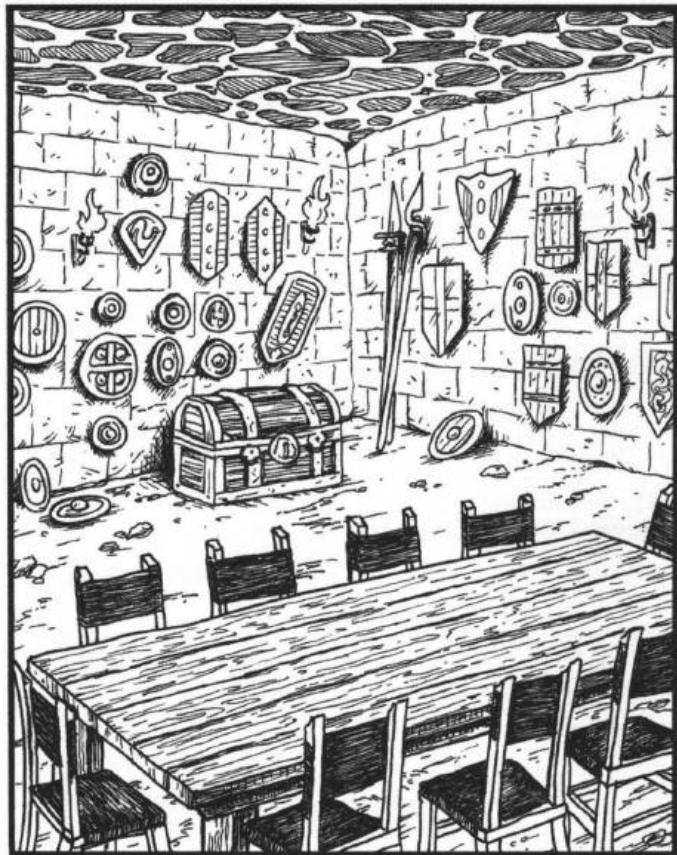
The smith is obviously hard-working, forthright, and likeable. He can do all sorts of metalwork, even fashioning iron and steel weapon heads, helmets, and shields. He will readily admit that he is not capable of fine armoring. Brother Smyth is a N human **druid** and the assistant to Jaroo Ashstaff of the Grove (see area 24). Although he will never advance up very high in the ranks of the druids because of his occupation, he is capable to assume the role of religious advisor to the faithful.

**Treasure.** He has a small chest filled with 82 cp and 28 sp tucked away in the living quarters. The rest of his wealth he donates to the needy. In no event does he leave his fireside to go adventuring.

## AREA 9 – NEW BUILDING

*This building appears to be in fine shape, perhaps recently constructed. It has brown, painted walls and a shale roof. A pair of green double doors lead into the structure. Behind the hall are several even rows of recently planted maple tree saplings.*

The doors are unlocked, and a few benches and stools stand by the bare walls, with a large, plain table at the far end of the room. Currently, the hall is empty. This is



the village hall recently constructed for feasts and councils by Burne and Rufus (see area 31).

A tapestry on the back wall shows a green field with two acorns above a sheaf of grain; the banner of Hommlet (see player handout 1).

## AREA 10 – WELL-KEPT DWELLING WITH A SIGN

*Two large oak trees flank this quaint shop with a tidy yard. The exterior is freshly painted, light blue with contrasting dark blue shutters. A wooden sign depicting a bag of wool and a loom dangles above the doorway.*

Herein dwells the elderly weaver and his wife, their daughter, and her husband. Four young apprentices are also here, as business is very good. There are bolts of woolen and flaxen cloth here, but nothing else of possible interest.

The folk here are all human **commoners** and followers of St. Cuthbert. They moved to the area only two years ago. The son-in-law has a suit of padded armor (AC 11) and an old spear (+2 to hit, 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands) to use in a pinch. He and the apprentices all carry daggers (+2 to hit, 2 [1d4] piercing damage).

**Treasure.** The weaver has a cache of seven small gold ingots (25 gp each) and a gold pin (200 gp) set with an amethyst (100 gp) hidden behind a loose stone in the fireplace. The loose stone is slightly off-colored and requires a successful DC 15 Wisdom (Perception) check to locate.

## AREA 11 – COTTAGE

*This small cottage appears to be a converted storage shed. The small building sports two windows, each obscured by frilly curtains inside.*

Here lives a diminutive (he stands just under 5 feet tall) and mild-mannered tailor, a bachelor of 30 years or so. He is an expert at making or repairing garments and constantly fidgets with a pewter thimble. He is a well-traveled individual and speaks Dwarvish, Elvish, and Halfling in addition to Common. He is a devout follower of St. Cuthbert.

He has recently moved to the village but has not been invited to join the militia due to his small size and perceived lack of skill with weapons. He has thus practiced at ranged weapons to prove himself useful, becoming expert at throwing a knife (treat as a dagger) and shooting a light crossbow. This is equivalent to having the Sharpshooter feat (*Player's Handbook*, p. 170). His Dexterity is 15 (+2), so his AC is 12 and he is +4 to hit with either weapon (range 60 ft., 4 [1d4 + 2] piercing damage for the dagger; range 320 ft., 6 [1d8 + 2] piercing damage for the light crossbow). Otherwise, he is considered a human **commoner**.

**Treasure.** The tailor has only 19 sp in a false bottom of his thread box. It requires a successful DC 17 Wisdom (Perception) check to locate; although, if the box is handled, its weight and the jingling of coins grants advantage on this skill check.

## AREA 12 – AVERAGE FARM BUILDING

*This plain building is somewhat run-down, clearly repaired in locations, as the roof has recently been repaired with a mismatched patch job. Several chickens meander the yard, and a large barn sits behind the house.*

This place is the home of a strapping farmer and his equally large son, the farmer's wife, and six daughters, one of whom has a small child. The boy's father, Elam, has gone missing (see area D6 in chapter 8). All are human **commoners** (but see below). They are friendly

but have nothing of interest to adventurers. The folk here are of the Old Faith and have lived in Hommlet all their lives.

The farmer and his son are both militiamen and have stashed leather armor and shields (AC 13). Each has Strength 16 (+3), and the father wields a flail (+5 to hit, 7 [1d8 + 3] bludgeoning damage) while the son wields a morningstar (+5 to hit, 7 [1d8 + 3] piercing damage).

**Treasure.** A clay pot filled with dried flowers hides 36 gp and a gold ring (150 gp). It can be found with a successful DC 16 Intelligence (Investigation) check.

## AREA 13 – WOODEN BUILDING WITH SHUTTERED WINDOWS

*Outside the door, a shield and lantern are suspended from chains. The shield is painted, showing a sword and a cheese wedge. This appears to be the local trading post, and the door is wide open. The room beyond is cluttered with goods and wares. The barn out back is stocked with a variety of animals.*

This is the local trading post. Refer to map 5 for a floor plan of this location and below for a detailed room key. The shop is run by Rannos Davl, who is best described as slow, fat, clumsy, and placid. His partner, Gremag, is tall and thin with sharp features and protruding eyes. Gremag tends to dither and fuss at customers and at Rannos as well. Both traders proclaim that they are willing to deal with all customers, regardless of profession, alignment, or faith. Furthermore, they gladly buy any items they are willing to part with. See the sidebar for information on pricing and haggling.

When the characters enter this establishment, continue:

*The whole front building is filled with various goods. In addition to such mundane supplies as candles, lanterns, cookery, rope, and farm tools, you see weapons, armor, and standard dungeoneering equipment.*

In the rear barn are various animals for sale: **mules**, **ponies**, **riding horses** (1d4 + 1 of each type), and one **warhorse**. Small mounts sold can be restocked in 1d6 + 6 days from passing dealers. If warhorses are desired, it will take 5d6 days to obtain 1d4 of them with a maximum of four such animals obtainable in any 30-day period.

A groom is a human **commoner**, and a man-at-arms is a human **guard**. Both are neutral and available to hire out at the rate of 2 gp per day, but only if the characters

## LET'S MAKE A DEAL

None of the items are marked with prices. The traders determine the price based on what they feel the characters can pay. Unless stated otherwise below, the starting price of an item (see the available items in the detailed description below) is 150% of the price listed in the *Player's Handbook*. These nefarious traders are willing to haggle, but at no point go lower than 110% of the listed value. The DM is encouraged to roleplay these social interactions with the characters. Alternatively, successful DC 15 Charisma (Persuasion) checks can be used to reduce prices. The DM can roll  $1d4 \times 10\%$  and reduce by the resulting percentage.

The traders have "holy water" for sale for 30 gp per flask. They have eight flasks available but only one is real. The others are fake (plain water), which can be discerned with a successful DC 15 Intelligence (Religion) check. The traders have the real flask marked and produce it to buyers who want to closely examine the wares. But then, Rannos uses Sleight of Hand to swap out the actual holy water flask for the fakes.

For an item brought in for sale, assuming it's in good condition, the traders initially offer 25% of its listed value. Through bartering, via roleplaying or a successful DC 15 Charisma (Persuasion) check, the traders can be convinced to offer up to  $(1d4 + 3) \times 10\%$  of the item's value.

buy chain mail armor here for their use (and only if one of the traders specifically approves). Both men serve in the militia, spying for the shopkeepers. The groom wears leather armor and carries a shield (AC 13). He wields a longsword (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands) and a spear (+2 to hit, range 20/60 ft., 3 [1d6] piercing damage). The man-at-arms has leather armor (AC 12) and carries a longsword (+3 to hit, 5 [1d8 + 1] slashing damage, or 6 [1d10 + 1] slashing damage if used with two hands) and a longbow (+3 to hit, range 150/600 ft., 5 [1d8 + 1] piercing damage).

Rannos Davl is chaotic, evil, and highly suspicious. Gremag is as evil and even more chaotic. Both are servants of the Temple of Elemental Evil, who report activity in Hommlet to a brigand courier or another messenger from the Temple. They aid any and all other evil creatures who come in Temple service.



JACK FRED

Rannos Davl is a human **spy** with these changes, which increase his challenge rating to 2 (450 XP):

- His AC is 17 (+1 leather armor, ring of protection).
- He has 45 (10d8) hit points.
- His Dexterity is 18 (+4).
- His Sneak Attack deals an extra 3d6 damage.
- He wears an *amulet of proof against detection and location* concealed under his jerkin.
- He keeps a +1 shortsword (+7 to hit, 8 [1d6 + 5] piercing damage) under the counter.
- He carries a +1 dagger (+7 to hit, range 20/60 ft., 7 [1d4 + 5] piercing damage).

Gremag is a human **assassin** with these changes, which decrease his challenge rating to 4 (1,100 XP):

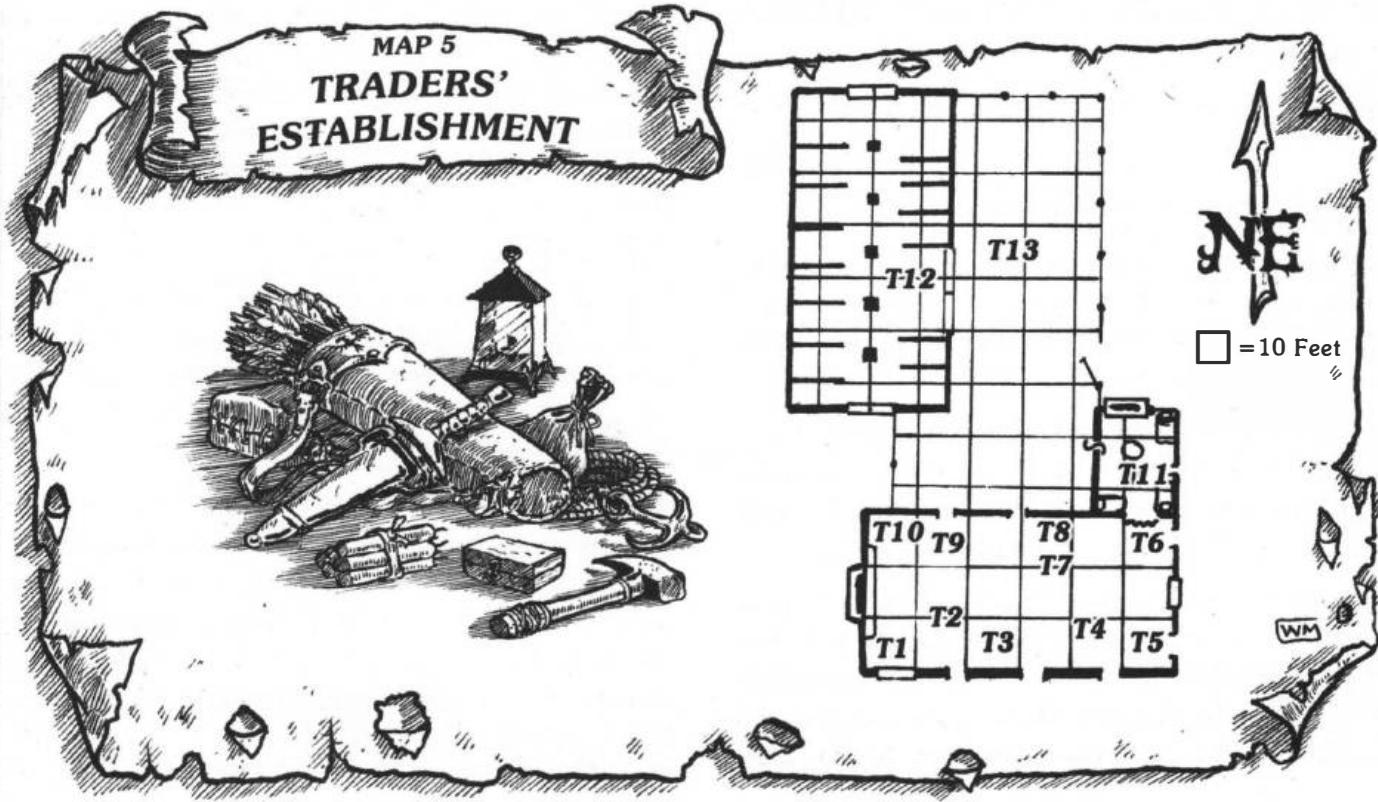
- His AC is 18 (+3 chain shirt).
- He has 44 (8d8 + 8) hit points.
- His Dexterity is 18 (+4) and his Constitution is 13 (+1).
- His skills are Acrobatics +6, Deception +2, Perception +2, and Stealth +8.
- His passive Perception is 12.

- His Sneak Attack deals an additional 3d6 damage.
- He carries three packets of *dust of disappearance*.
- He carries a *dagger of venom* (+7 to hit, 7 [1d4 + 5] piercing damage plus poison).

**Developments.** Rannos and Gremag are naturally desirous of having their agents accompany the party. If the group does not hire one, the traders instead keep close track of their activities by any means possible, including following them personally if the situation warrants it. For example, if the characters have been particularly successful exploring the Ruined Moathouse, they gain the attention of these agents. For such missions, these two utilize all their magic items, typically stashed for safekeeping.

## KEY TO THE TRADERS' ESTABLISHMENT (MAP 5)

Virtually all sorts of saleable goods are offered here. If it isn't listed below, include any item which seems likely to be in use by villagers or demanded commonly by dungeon explorers. Rare or unusual items can be obtained at a price and in time (and will often be spurious and faulty!). Magic items are never sold here. Limit all quantities according to the stock normal for a small village. For all base prices, consult the *Player's Handbook*, unless otherwise noted.



## T1. CLOTHING AND PACKS

Peasant equipment is about 90% of list price, rounded down. Dungeoneering items are 110% of list, rounded up. Common items include things from burglar's packs, dungeoneer's packs, and explorer's packs.

## T2. FOOTWEAR, GLOVES, BELTS

Prices for adventurers will be 125% of list and 80% of list for villagers.

## T3. HAND TOOLS

Hammers, adzes, planes, nails, saws, etc. A file would cost 1 sp and up. A saw costs about the same as a handaxe, or about 5 gp.

## T4. LIGHTING EQUIPMENT

Tinderboxes, candles, oil lamps, wicks, lanterns, etc., are sold for 110% of list price, rounded up. These are commonly stocked items used by villagers and travelers alike.

## T5. FOOD AND HERBS

Rations include jerky, dried fruit, and nuts along with hardtack. They are packed to go in one-day portions and are sold for 120% of list price. Herbs cost 150% of list.

## T6. ROPES, CHAINS, AND DUNGEONEERING GEAR; WRITING MATERIALS AND RELIGIOUS ITEMS

Each of these costs 110% of list price. Holy water is sold for 30 gp per flask, but it is just plain water (see notes in the sidebar).

## T7. POLEARMS AND SHIELDS

Each of these weapons costs 110% of list price.

## T8. OTHER WEAPONS, MISSILES, AND ASSOCIATED GEAR

Each of these costs 120% of list price.

## T9. ARMOR AND HELMETS

Padded, leather, and studded leather armor are in stock. There is a 70% chance that a ring mail jack is available, 50% for a suit of scale mail, 30% for chain mail, and 10% for a breastplate. All armor is at 150% of list price.

Armor can be specially ordered at a cost of 200% of list price. Half the price is due in advance with a waiting time of 10d4 days, but the fit is not guaranteed. Roll 1d6: 1, too small; 2-5, fits; 6, too large. If a suit of armor is too small or too large, it requires a skilled craftsman,  $2d4 \times 10$  gp, and 1d4 days to remedy.

## T10. TACK, HARNESS, WHEELBARROWS, DUNGEON CARTS

Most are available at list price. Dungeon carts are at 75% of list. One to a customer!

## T11. TRADERS' QUARTERS

This room is adequately furnished with two comfortable bunks, table and chairs, wall shelves and pegs, a chest of drawers, and a pair of lockers for personal gear. The traders both reside here.

A secret door can be located with a successful DC 15 Wisdom (Perception) check. A portion of the outer wall is triggered to swing out at the bottom if a small board is slipped sideways. This leads to area T13.

**Treasure.** A small locked coffer holds 300 gp, 150 pp, 50 gems (a mix of amethysts, garnets, pearls, and tourmalines worth 100 gp each), two *potions of invisibility*, a *potion of speed*, and a small black scarab inscribed with the glyphs “TZGY” (see player handout 16). The latter

item is a pass into an area of the Temple of Elemental Evil (see area 419, chapter 12), but there is only a 20% chance that even a sage would recognize it as such. Ran-nos and Gremag each have a key, or the coffer’s lock can be picked with thieves’ tools and a successful DC 15 Dexterity check.

## T12. BARN AND STABLES

Mules, ponies, and **riding horses** are stabled here. See the notes above for livestock availability. Prices are 110% of list, while **warhorses** cost 120% of list. Various small animals such as mice, doves, chickens, etc., are also available here for 1d20 cp or 1d12 sp each.

## T13. BARNYARD

Out in the yard are 1d4 + 1 swaybacked, potbellied, spavined old plugs (treat as **draft horses**) with a like number of vicious, cowardly mongrel dogs (treat as **mastiffs**). These miserable creatures are for sale at 70% of list price as draft horses and hunting dogs.

**Developments.** The horses are 50% likely to stop each 15 minutes of use to rest, and if pushed by hard riding or a heavy load, 50% likely to die (check every 30 minutes). The dogs bite and snap at handlers at every opportunity, and they certainly run away (and return to the traders) as soon as they are not tied fast. Naturally, the traders claim that it is a case of caveat emptor or that the dog is absolutely another which resembles the one purchased only superficially. The traders have been known to add a spot of dye to alter an animal’s appearance to complete the ruse.

## AREA 14 – WEATHER-BEATEN BUILDING AND BARN

*A wooden sign shows a cart and horse, indicating that this is the domicile and quarters of the local carter. The house is run-down, complete with peeling paint and sagging shutters. To the left is an attached barn, and the fenced yard has a larger barn to the rear.*

This teamster, his wife, a grown son, and five other children live in the house. The adults are all human **commoners**. The carter has scale mail (AC 14), and he has a halberd (+2 to hit, 5 [1d10] slashing damage) stored in the shed, and a longsword (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands) in the house. His son has ring mail and a shield (AC 16) and carries a spear (+2 to hit, 3 [1d6] piercing

damage, or 4 [1d8] piercing damage if used with two hands) in addition to the typical club.

The smallish barn to the rear houses a dozen **mules**. The attached barn has two wagons and two carts below, and two drivers live in the loft. The drivers are human **commoners**, but each has leather armor (AC 11) and carries a light crossbow (+2 to hit, range 80/320 ft., 4 [1d8] piercing damage) in addition to a club. The teamster, his son, and the two drivers are all militiamen. Another newcomer and advocate of St. Cuthbert, the teamster is very honest. He dislikes the traders, but isn't sure why, and will take time to speak of it if the questioner is careful and also a customer.

**Treasure.** Having lost a wagon and team lately, the fellow has only 19 sp hidden under a loose floorboard in the kitchen. It requires a successful DC 18 Wisdom (Perception) check to locate.

**Development.** This fellow and his associates are dour, but gladly accept hire. The going rate for a driver is 2 sp per day or 2 gp per day if asked to bear arms and armor.

## AREA 15 – STURDY NEW BUILDING WITH A SIGN

*The sign displays three yellow coins; this must be the local moneymixer. A bored guard in chain mail stands by the door, wearing a longsword on his belt and cradling a light crossbow in his arms with a bolt loaded. Two large, muscled dogs are sniffing in your direction.*

The proprietor is Nira Melubb, a N human **scout** with the following changes:

- His AC is 12 (no armor).
- His Intelligence is 16 (+3).
- His skills are Investigation +5, Insight +3, Perception +3, and Persuasion +2.
- His passive Perception is 13.
- He carries a +1 dagger (+5 to hit, 5 [1d4 + 3] piercing damage).
- He has his +1 longsword (+5 to hit, 5 [1d8 + 1] slashing damage, or 6 [1d10 + 1] slashing damage if used with two hands); see below.

Nira asks no questions and is always obliging and polite. Though the rise of evil is not desired by him (as it would hurt business), he has no other interest in these



events. He keeps a +1 dagger in his boot and a +1 longsword under the counter. His cash box holds 200 cp, 200 sp, 200 ep, and 200 gp. A small, iron box nearby contains 50 pp, 12 pieces of lovely but clear quartz (5 gp each), two citrines, three moonstones, and a piece of onyx (the latter six gems are worth 50 gp each).

The guard at the front door is a retired N human **sergeant** (see appendix B), although he carries no shield (AC 16) and has a longsword (+4 to hit, 6 [1d8 + 2] slashing damage, or 7 [1d10 + 2] slashing damage if used with two hands) and a light crossbow (+2 to hit, range 80/320 ft., 4 [1d8] piercing damage). Each dog is trained to attack on command and has the statistics of a **mastiff** with the following changes:

- It has AC 13 (barding).
- It has 11 hit points (2d8 + 2).
- Its Strength is 14 (+2).
- It has an improved bite attack:

**Bite: Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

## MONEY TRANSACTIONS

Nira will happily exchange coins and metal for other more transportable items such as gems or jewelry, charging only 10% of the value traded. Nira also deals in gems, jewelry, and art objects. He pays  $(1d4 + 4) \times 10\%$  of actual value and sells for  $(1d3 + 9) \times 10\%$  above actual value.

Nira has a set of artisan's tools to craft custom jewelry. The fee is double the value of the materials used, but this becomes the value of the new jewelry. It takes  $3d4 + 2$  days to craft such an item.

Be sure to keep track of all transactions made. The stock in trade must be correct; for example, gems cannot be obtained when Nira has exhausted his supply. He can purchase more from merchants, at market value, every  $1d6 + 6$  days.

In the living quarters of the establishment is a locked, oaken chest. Nira has the only key hidden in his sock. Otherwise, it requires thieves' tools and a successful DC 20 Dexterity check to unlock. The lock has a poisoned needle trap; if triggered, the victim must make a successful DC 13 Constitution saving throw or take 7 (2d6) poison damage and become poisoned for 1 hour. Furthermore, if the top of the chest is opened, acid sprays out in front in a 10-foot cone, inflicting 12 (5d4) acid damage to each target in the area. A successful DC 14 Dexterity saving throw results in half as much damage. Each trap can be located with a DC 17 Intelligence (Investigation) check, and each can be disarmed with thieves' tools and a successful DC 17 Dexterity check. A trick catch on the back of the chest allows safe entry. It requires a successful DC 17 Intelligence (Investigation) check to find this catch.

**Treasure.** Inside this chest are 1,000 cp, 1,000 sp, 1,000 ep, 500 gp, 200 pp, nine amethysts (100 gp each), two large pearls (500 gp each), one slightly flawed diamond (1,000 gp), and seven pieces of jewelry (worth 900 gp, 1,100 gp, 1,600 gp, 2,000 gp, 2,500 gp, 4,000 gp, and 6,000 gp, respectively). There is a false bottom in the chest which can be located with a successful DC 20 Wisdom (Perception) check. If found and lifted, 50 gold ingots (100 gp each) are revealed.

## AREA 16 – SMALL HOUSE WITH SIGN

*This small cottage has a tidy front porch with a broom leaning near the door. A nicely painted sign hangs to the left of the door and depicts a painted shield and a chest of drawers.*

This building is the shop and home of the local cabinet maker, his wife, and two young children. He has an apprentice who does most of the rough work, while he crafts the fine details, delicate carving, and the limning. He is quite adept at shield designs and sign work, and he can make almost any sort of furniture. The cabinet maker happily does commissioned work of any sort, but he is not interested in adventuring, of course, nor is his apprentice. The folk here follow the Old Faith.

The cabinet maker and his apprentice are both human **commoners** and serve as militiamen. The cabinet maker has ring mail and a shield (AC 16), a spear (+2 to hit, range 20/60 ft., 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands), and a morningstar (+2 to hit, 4 [1d8] piercing damage) hanging on the wall in his main room. The apprentice owns padded armor and a shield (AC 13) and wields a spear (+2 to hit, range 20/60 ft., 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands) and a club.

**Treasure.** A small cache of 30 ep, 21 gp, and 18 pp is kept under a rock near the back door. It requires a successful DC 22 Wisdom (Perception) check to find this cache.

## AREA 17 – MODEST COTTAGE

*Next to a thick hedge of evergreen shrubs is a modest, yellow cottage with a thatch roof. A small plaque hangs near the front door that depicts an earthenware jug.*

The potter is busily engaged in the manufacture of various sorts of dishes and vessels, although most of his work goes to passing merchants or the traders. He has a variety of earthenware bottles and flasks available for sale. Plain jugs and flasks sell for 1d6 cp each, while fancy ones fetch 1d6 sp each. The potter, his wife, and four children all work in the business. The family is of the congregation of St. Cuthbert.

The potter and his two eldest sons are human **commoners** and militiamen. The potter has a suit of padded armor and a shield (AC 13) and keeps a sturdy halberd (+2 to hit, 5 [1d10] slashing damage) over the

fireplace. His sons each have padded armor (AC 11) and have spears (+2 to hit, 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands) and light crossbows (+2 to hit, range 80/320 ft., 4 [1d8] piercing damage) stashed in a shed.

**Treasure.** A crock hidden in the well holds 40 sp, 27 gp, and six agates (three banded and three mossy; worth 10 gp each). It requires a successful DC 20 Wisdom (Perception) check to locate the hidden crock.

## AREA 18 – TYPICAL COTTAGE AND IMPOSING STONE BUILDING WITH A BARREL HANGING FROM CHAINS

*Set on a slight rise overlooking the swiftly flowing river is a typical cottage with an imposing stone building to the side. An oaken cask suspended from a pair of thick chains is displayed in front of this building.*

This house is the home of the local Braumeister and his wife and young child. A nephew and his wife have recently come to help run the affair, as it is very successful. At night, a large dog (**mastiff**) runs free in the house.

The stone building is a brewhouse complete with a cellar for aging. Several vats are on the main floor, and the side sheds hold ingredients. Three apprentices dwell in the brewhouse attic. The apprentices brew the various ales and beers under the direction of the Braumeister and can drink almost anyone (except the master and his nephew) under the table.

The family members all are of the Old Faith, as are two of the apprentices. The third is a recent convert to the faith of St. Cuthbert. The apprentices, the Braumeister, and his nephew are all human **commoner** militiamen. The Braumeister owns a suit of scale mail stored on a rack in his bedroom and a shield (AC 16) mounted on the wall. In a storage shed is a spear (+2 to hit, range 20/60 ft., 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands) and a mace (+2 to hit, 3 [1d6] bludgeoning damage). The nephew owns a suit of ring mail and a shield (AC 16) and is trained in the spear (+2 to hit, range 20/60 ft., 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands) and shortsword (+2 to hit, 3 [1d6] piercing damage). The apprentices don't have armor but have a spear (+2 to hit, range 20/60 ft., 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands), a club, and a morningstar (+2 to hit, 4 [1d8] piercing damage) among them.



**Treasure.** The family owns a dinner service of sterling silver (6,000 gp) and a gold decanter (1,250 gp). A small, iron coffer hidden in an upper closet requires a successful DC 15 Intelligence (Investigation) check to locate. It contains 73 pp, three huge white pearls (500 gp each), and three pieces of jewelry: a silver tiara (500 gp), a string of pearls (1,000 gp), and a gold wedding ring (1,800 gp). The apprentices possess only a few (1d4) copper pieces among them.

## AREA 19 – MODEST COTTAGE

*On the outskirts of town, situated on small ridge is a simple, unadorned hut with a thatch roof. Three large, shaggy dogs sprint around the perimeter of the yard. Behind the house, at least two score sheep lazily graze in a meadow.*

The three dogs (**mastiffs**) guard this, the home of the grizzled and bitter herdsman named Black Jay. He maintains a flock of sheep. The herdsman is a loner; he does not like company or strangers and says so to any who come onto his property. This retired warrior is friendly with the elves to the northwest but refuses to partake of any adventuring. His house was raided, and his wife and children slain when he was away in the war against the Temple.

Black Jay has the statistics of a half-elf **scout** with the following changes:

- He is neutral.
- His AC is 18 (chain mail, shield).
- His Strength is 17 (+3).
- He has advantage on saving throws against being charmed, and magic can't put him to sleep.
- He has Animal Handling +3 as an extra skill.
- He has darkvision out to a range of 60 feet.
- He speaks Common, Elvish, and Goblin.
- He wields a longsword (+5 to hit, 7 [1d8 + 3] slashing damage, or 8 [1d10 + 3] slashing damage if used with two hands) instead of a shortsword.

**Treasure.** His possessions are few; he has only his armor and weapons and a few coins in his purse. The rest of his wealth is hidden in an old jar in his cupboard: 20 cp, 19 sp, 8 ep, 11 gp, and 4 pp. It requires a successful DC 15 Wisdom (Perception) check to locate this hoard. He also hides a few magic items in an unlocked chest under his simple bed: 10 +1 arrows, a *cloak of elvenkind*, and *boots of elvenkind*.

## AREA 20 – CHURCH OF ST. CUTHBERT

*Located just outside of the village on a small rise is an impressive stone structure that does not match any others in the village. An elongated, two-story hall has four separate wings. Double doors facing the street provide access to an obvious hall of worship. Behind the church, rows of weathered headstones line a nearby field.*

This newly built edifice was raised by the viscount in honor of the aid rendered to him by the Archcleric of Veluna during the war against the Temple of Elemental Evil. For more information on the church, see map 6 and the detailed room key below.

A somewhat distant cleric and his assistant officiate during services and otherwise serve their flock. Other than at services, anyone coming to the church must deal with the assistant, the LG human **cleric** (see appendix B) Calmert. Canon Terjon recently became the chief cleric of the church, taking over from the Canoness Y'dey, who left unexpectedly and has not returned.

The villagers say that Terjon is not particularly friendly, and his stern demeanor is a cause of some speculation.

Canon Terjon is a LN human **priest** with these changes:

- His AC is 18 (chain mail, shield).
- He has 45 hit points (6d8 + 18).
- He has a speed of 20 feet.
- His Constitution is 16 (+3).
- He speaks Common and Halfling.
- He has an improved Spellcasting trait (see below).
- He wields a +1 mace (+3 to hit, 4 [1d6 + 1] bludgeoning damage).
- Terjon owns a *ring of invisibility* and a *ring of animal influence*.

**Spellcasting:** Terjon is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Terjon has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, mending, resistance*
- 1st level (4 slots): *bless, command, cure wounds, detect magic*
- 2nd level (3 slots): *hold person, lesser restoration, protection from poison, silence*
- 3rd level (3 slots): *dispel magic*

Holy water can only be obtained from here or the trading post (area 13, but buyer beware as the traders purvey plain water as holy). The church has 10 flasks available, and Calmert asks for a donation of, at least, 10 gp per flask. The honest Calmert is known for his zeal in obtaining contributions. He is anxious to give a sum to the builders of the fortress under construction. Though it should seem otherwise, most of the miscellaneous money he collects “for the church” will go towards building the castle!

**Developments.** Detailed information on the Canoness Y'dey is given in the Nulb encounter key (chapter 7, area 3).

# KEY TO THE CHURCH OF ST. CUTHBERT (MAP 6)

## C1. HALL

This is where the faithful come to hear the sermon given on Godsday Eve. The place is floored in well-polished wood with wooden pillars extending all the way to the ceiling high overhead. The walls are painted in pastoral scenes, and tinted glass mosaic windows of many shades of color bathe the hall in natural light. There are no benches, pews, or stools, as the congregation is expected to stand during all services.

## C2. PROCESSIONAL

Worshipers, as well as those to be confirmed, married, and so forth, are allowed to enter this way, led by the cleric or clerics concerned. The latter are robed and carry a metal thurible and a ceremonial billet of bronze-wood during services. The floor here is of lighter wood, and the walls are deep blue, sprinkled with starbursts in silver leaf.

## C3. ALTAR AND SANCTUARY

The circular chamber is screened by a drape of deep green velvet. Inside is a life-sized statue of a smiling St. Cuthbert, the great cudgel held high in the right hand while the left hand beckons the doubter and the faithful alike. Growing ferns and other plants are behind this statue, while to either side are tree stump podiums from which the clerics officiate. The altar is carved from a single piece of bronzewood with billets, star bursts, and the sacred sign of the Crumpled Hat.

The walls are wainscoted with carved panels, and the painted walls show various marvels performed by St. Cuthbert. A band of holy sayings is above the walls and wood; if one of the faithful require guidance or advice, small sticks are tossed upon the altar, and their confirmation enables the cleric to select which holy saying (or combination of sayings) applies. Examples of St. Cuthbert's wisdom include:

- *Square corners can be pounded smooth.*
- *Thick heads are not made of glass.*
- *Salvation is better than smart answers.*
- *Some good folk can understand only one thing.*
- *Enlightenment can penetrate even the helm of iron.*

- *Evil which cannot be removed must be eliminated.*
- *Foolishness can be beaten.*
- *Lawful correction lies in a stout billet.*
- *Capricious behavior brings knots to the heads of those lacking wisdom.*
- *Preach quietly, but have a large cudgel handy.*

## C4. STUDY AND AUDIENCE CHAMBER

Those entering the church must come through this room, except on holidays. Calmert, after bidding visitors to be seated on hard benches near the door (not on the padded chairs near the fireplace), invites them to peruse the religious tracts and scrolls on a nearby table and indicates the location of the poor box (which is emptied after each visitor) before stepping out for 2d6 minutes. Upon returning, the cleric enquires as to the visitors' business. If it is with the chief cleric, nothing further is said until a contribution to the needy is given. A suitable donation would be about 1d10 gp per level of the average character in the party. Sometimes (50% chance), the person desired is unavailable, and the petitioners must return at a later time and go through the same routine. Injured, sick, or needy folk are not subjected to this treatment, but all aid given is always for a return according to the recipient's ability (at the DM's discretion).

## C5. VESTRY

This private chamber is for the rest and relaxation of the clerics as well as for their use in dressing for services. Steps lead to the upper floor (areas C11 to C15).

## C6. CHURCH KITCHEN

A serving woman and her husband, both human **commoners**, prepare meals and care for the churchmen's needs here. All normal meals are taken here.

## C7. MEDITATION ROOM

This circular room is open. The floor has several plush cushions for kneeling and thoughtful meditation.

## C8. EXERCISE ROOM

The faithful of St. Cuthbert spend an hour a day on cudgel practice. Hanging on the wall are a wide variety of clubs, many oversized and overweight. Attached at the four compass points of the wooden pillar are mannequins used for sparring practice.

## C9. SACRED TROPHIES GALLERY

Here are displayed replicas of dented helmets, maces, clubs, and knobbed cudgels of fame. Most hang on the walls, but a few wooden pedestals bear a few important relics.

## C10. CELLS

Needy, laity, acolytes, criminals, and offenders against the faith can be housed or confined in the small rooms here. Each has only a peg, pallet, and pail. The tiny window is barred, and the heavy, iron-bound door of each cubicle can be bolted fast from the outside. Once the bolt is in a place, only a successful DC 22 Strength (Athletics) check can break down a door.

## C11. CHURCH LIBRARY

Here are many religious and legal works, tomes, librums, scrolls, volumes, and so forth. Hidden in a thick book entitled *Legal Affairs in Veluna, 213 to 312 CY* is a bundle of seven *spell scrolls* glued into the binding, bearing a cantrip and one spell of each level 1 through 6, and an *amulet of health* in a hollowed-out section of the binding. This cache of magic items can be found with a successful DC 17 Intelligence (Investigation) check.

The spells inscribed on the scrolls include:

- Cantrip: *shillelagh*
- 1st level: *cure wounds*
- 2nd level: *spiritual weapon*
- 3rd level: *tongues*
- 4th level: *divination*
- 5th level: *commune*
- 6th level: *true seeing*

**Developments.** The clergy offer these *spell scrolls* to adventurers in need, assuming they prove their cause is just and furthers the teachings of St. Cuthbert (such as opposing the Temple). In return, the characters are assumed to make a donation to the church. Acceptable donation amounts are 100 gp for the cantrip scroll or the 1st-level scroll, 500 gp for the 2nd- or 3rd-level scroll, and 1,000+ gp for each of the higher-level scrolls.

## C12. UPPER HALL

During sermons, visiting clerics can sit here in large upholstered chairs and couches.

## C13. ASSISTANT CLERIC'S CHAMBERS

Here Calmert and any other under-priests find quarters. The room is large and well enough appointed with two cots, a brazier, and various miscellaneous furnishings. All furnishings are rustic, plain, and crafted of wood.

Many cords and ropes hang from the center with colored wooden beads of appropriate size attached to the ends. Above, where the tower extends yet another 30 feet or so beyond the ceiling overhead, are a collection of bells, chimes, and gongs. These are sounded at certain times of the day (dawn, noon, and dusk) and during Godsdays services in certain melodies and patterns. Calmert sees to this requirement.

**Treasure.** One of the large black beads is actually a lump of platinum (250 gp), Calmert's total cache. It can be discovered with a successful DC 17 Wisdom (Perception) check.

## C14. CHIEF PRIEST'S CHAMBER

This is a comfortably furnished, well-appointed room. There is a large, oak poster bed with two matching nightstands. In the corner is a round, wooden table and two chairs.

**Treasure.** The mantle of the fireplace contains a hidden cache known only to Y'dey (see chapter 7, area 3). A successful DC 18 Wisdom (Perception) check is required to find it. The mantle lifts to reveal compartments which hold a bronze neck chain (set with six rubies, each worth 1,000 gp), an amber carved cudgel (2,500 gp) descending from a chain (7,500 gp), a +1 mace, and a *scroll of protection* (fiends). Terjon keeps church funds in a locked iron coffer under his bed, which currently holds 546 cp, 317 sp, 88 ep, 102 gp, and 16 pp. Terjon holds the only key, hidden in a fold of his robes. The lock can also be picked with thieves' tools and a successful DC 15 Dexterity check.

**Developments.** Of all relatively minor contributions, 30% is first removed (20% for Terjon, 10% for Calmert), and the remainder placed in the coffers. These are the usual salary amounts, but they are reduced in cases of large grants or gifts to the church or times of dire need.

## C15. BALCONY

From this spot, about 15 feet above the floor below, the chief cleric of the church delivers his weekly and special addresses and sermons.

## AREA 21 – COTTAGE AND LARGE BARN

*The stench of manure and sour milk permeates this yard. A simple wooden cottage and an expansive barn are set among a stand of massive oak trees.*

These well-kept buildings are obviously those of a cowherd, and a particular odor is quite noticeable in the area. The farmer, his wife, his aged mother, and seven children have a dairy, making and selling cheese. The trading post and the inn take what does not sell to passing merchants, so very little is available to individual purchasers. The family is part of the congregation of St. Cuthbert.

The farmer, Kolin, and his three older sons are all human **commoner** militiamen. The farmer has leather armor (AC 11), and has a handaxe (+2 to hit, range 20/60 ft., 3 [1d6] slashing damage) and a worn war pick (+2 to hit, 4 [1d8] piercing damage) that are also used for odd jobs around the farm. The eldest son has leather armor (AC 11) and uses a morningstar (+2 to hit, 4 [1d8] piercing damage) in addition to a club. The younger sons have leather armor and shields (AC 13) and use glaives (+2 to hit, 5 [1d10] slashing damage) as well as slings (+2 to hit, range 30/120 ft., 2 [1d4] bludgeoning damage) they often use to take small game.

**Treasure.** Under the floor of the cheese storage shed is a sack containing 189 cp and 42 sp. It requires a successful DC 16 Wisdom (Perception) check to find this cache.

## AREA 22 – MILL AND ATTACHED HOME

*A wooden mill with green shutters sits next to the swirling waters of the river. A wooden wheel gradually turns to the tune of a soothing, creaking sound.*

Here dwells the village miller, Mytch, along with his wife, three children, and two servants. All are human **commoners**. They grind grain into flour, of course, and the goodwife also does some bread baking for the village. The folk are of the Old Faith, pillars of the community, and tend to be cool toward strangers. They are suspicious with good cause, given recent developments in these parts.

A large dog (**mastiff**) is kept inside the millhouse. Mytch and one of the servants are militiamen. The miller maintains a suit of scale mail and a shield (AC 16) for service, along with a spear (+2 to hit, range 20/60 ft.,



3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands) and a shortsword (+2 to hit, 3 [1d6] piercing damage). The servant has leather armor (AC 11) and uses a shortbow (+2 to hit, range 80/320 ft., 3 [1d6] piercing damage) or a battleaxe (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands).

**Treasure.** The miller has saved a store of gems (two chrysoberyls, two spinels, five garnets, and a tourmaline; each worth 100 gp). He keeps them in a hidden niche within an old millstone, which requires a DC 18 Wisdom (Perception) check to locate.

## AREA 23 – COTTAGE AND SMALL BARN

*At the end of the road is a small, unassuming cottage. A sturdy barn is situated on the banks of a sluggish part of the river. The barn doors are wide open and reveal several dressed deer and a few animal pelts stretched on racks to dry.*

A somewhat reclusive farmer, his spinster daughter, and his son dwell here. They are not particularly successful at farming, but they maintain a few unproductive corn and root vegetable plots. They are excellent fishers, trappers, and hunters, and sell dressed game and seafood to the inn and pelts to passing traders. The villagers are

not overly fond of these folks, as they don't follow any particular religious persuasion. Therefore, they are excluded from most village functions.

The farmer and his son are human **commoner** militiamen. The farmer has padded armor (AC 11) and can use a pitchfork (treat as a trident; +2 to hit, 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands). The son also has padded armor (AC 11) and carries a worn quarterstaff (+2 to hit, 3 [1d6] bludgeoning damage, or 4 [1d8] bludgeoning damage if used with two hands) and a sling (+2 to hit, range 30/120 ft., 2 [1d4] bludgeoning damage). For details on the daughter, see "Developments" below.

**Treasure.** They have saved 73 sp in the hollow of a tree to the north. If the characters knew the approximate location, it would still require a successful DC 20 Wisdom (Perception) check to locate these coins.

**Developments.** The daughter, Lysia, is in her mid-twenties, and is attractive but has a bossy attitude. She has some skill with weapons (use the statistics for a human **guard**). She would gladly join the characters on an adventure, but she lacks armor and only carries a dagger (+3 to hit, 3 [1d4 + 1] piercing damage) and a sling (+3 to hit, range 30/120 ft., 3 [1d4 + 1] bludgeoning damage). For an equal share of treasure, some armor, and a longsword, she is willing to sneak away from her family for a chance at glory.

## AREA 24 – THE GROVE

*This is obviously a place of worship. The trees are neatly pruned, and the grass is well tended. A carefully placed line of bluish stones sits off the path leading to a rock cairn where flowers, nuts, berries, and garlands of leaves are placed. A small path leads beyond the shrine to a low-roofed, wooden building placed under the great boughs of the central oaks of the copse.*

A call will bring forth the druid, **Jaroo Ashstaff** (see appendix B). All comers to the Grove are expected to make an offering here and there (and the druid will remind them, if necessary). If the visitors are not of the Old Faith, they are expected to give several gold pieces to Jaroo as donations towards the needy of Hommlet. The druid listens to requests for assistance from those who contribute. His aid comes in the form of casting spells or trading magic items, but under no circumstances will he accompany a party.

**Treasure.** Hidden in his cottage are a *spell scroll of control weather*, a *potion of invulnerability*, and a *decanter of endless water*. Each item can be found with a successful DC 17 Wisdom (Perception) check. The command words to the decanter are known only to Jaroo. There is a stone box hidden beneath the floor of the root cellar that requires a DC 20 Wisdom (Perception) check to locate. The box is trapped with an explosive runes version of a *glyph of warding*. The glyph can be discovered with a DC 14 Intelligence (Investigation) check. If not dispelled, when opened, it explodes for 22 (5d8) fire damage on a failed DC 14 Dexterity saving throw or half as much damage on a successful one. It holds a mess of 42 gems worth a total of 16,380 gp. These include seven moss agates, one amethyst, three bloodstones, two carnelians, two citrines, five black opals, three blue opals, two fire opals, two black pearls, two white pearls, four sapphires, one topaz, six turquoises, and two zircons.

**Developments.** Jaroo is actually an agent of the druids of Gnarley Wood, sent to Hommlet to see if the Temple of Elemental Evil is totally destroyed and to help repress any rise of evil of that sort. His surveillance is aided by a wandering N female half-elf **druid** named Shirral. Since she is a half-elf, adjust her statistics accordingly:

- She has darkvision out to a range of 60 feet.
- She has advantage on saving throws against being charmed, and magic can't put her to sleep.
- Her skills are Medicine +4, Nature +3, Perception +4, Stealth +3, Survival +4.
- She speaks Common, Druidic, Elvish, Gnomish, and Sylvan.

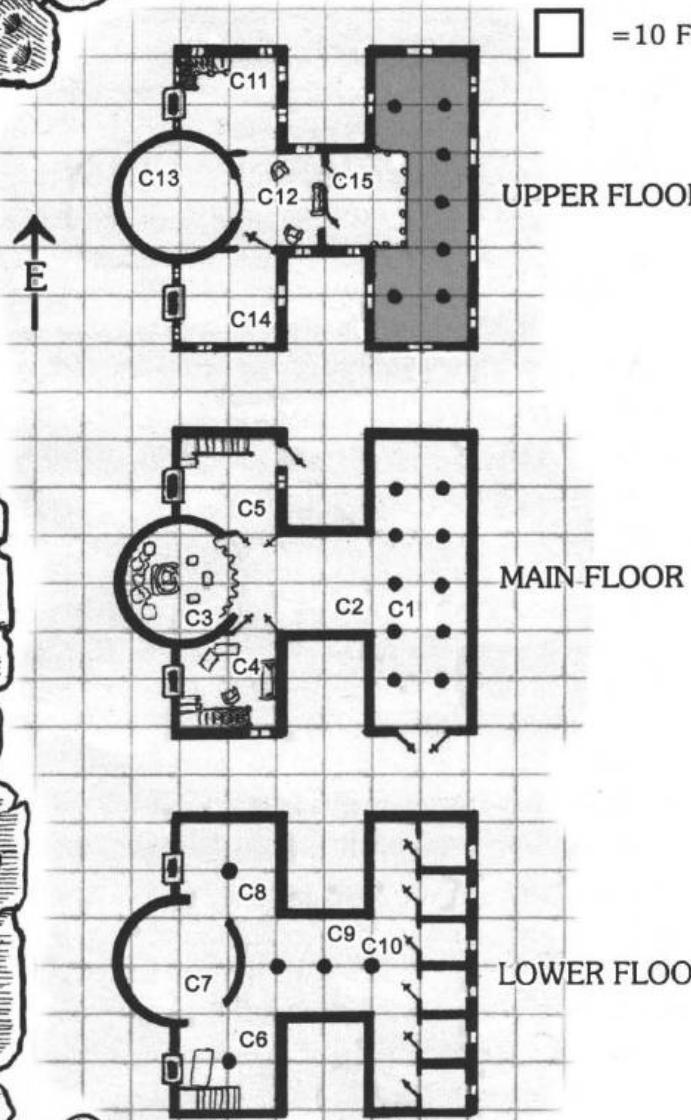
Shirral sends Jaroo regular reports via *animal messengers*. If the visitors are suspicious sorts, one of the druids follows at a distance to discern what the characters are up to. Jaroo also has a huge **black bear** (with maximum hit points) named Mobley, which is always nearby, but out of sight 95% of the time.

## AREA 25 – LARGE BARN AND CONNECTED HOME

*A well-maintained, blue barn is attached to a modest cottage that's in need of a new roof. In a nearby pasture, dozens of head of sheep lazily graze on the grass.*

This place is obviously that of a herdsman. His wife is

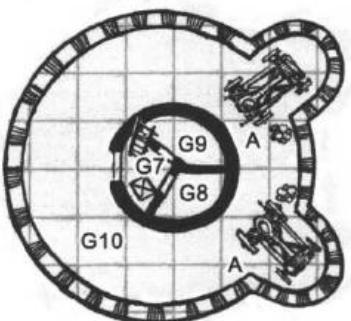
# MAP 6 CHURCH OF ST. CUTHBERT



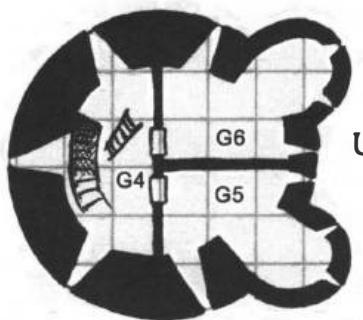
TURRET ROOF



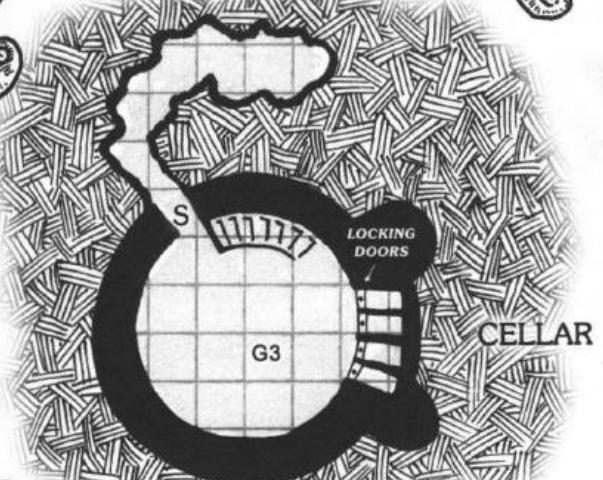
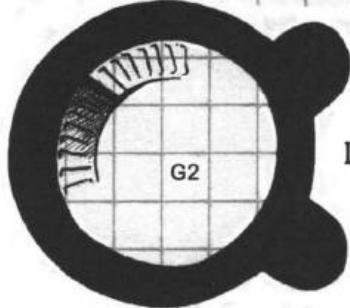
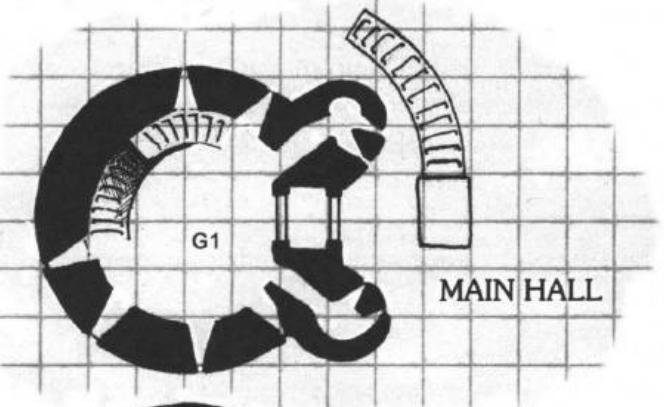
TURRET LEVEL



PARAPET LEVEL



UPPER HALL



NE

= 10 Feet

# MAP 7 GUARD TOWER

dead, but a full-grown son and his wife care for the five children. A cousin helps to tend the flocks along with two herding dogs. These folks are friendly, but they are not interested in adventure and have little in the way of goods. They all follow the Old Faith, and the herdsman is close friends with Druid of the Grove (see area 24).

The herdsman, his son, and his cousin are all human **commoners** and serve in the militia. The herdsman has padded armor (AC 11) and has a handaxe (+2 to hit, range 20/60 ft., 3 [1d6] slashing damage) and a glaive (+2 to hit, 5 [1d10] slashing damage) stored in a shed. The son has leather armor (AC 11), a spear (+2 to hit, 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands), and a yew shortbow (+2 to hit, range 80/320 ft., 3 [1d6] piercing damage). The cousin has a shield (AC 12) stashed in his room, along with a spear (+2 to hit, 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands). The two herding dogs are **mastiffs**.

**Treasure.** The herdsman has managed to save 33 cp and 9 gp, which he has stored away in a small, wooden box hidden in the rafters of the upper main room. A successful DC 15 Intelligence (Investigation) check is required to find the box.

## AREA 26 – BARN-LIKE HOUSE WITH A WHEEL NAILED TO A POST

*This house appears to be converted from a rustic barn. A wheel with a broken spoke is mounted to a simple post just off the road.*

This is the residence and shop of the local wheel and wainwright. The main part of the structure is a barn where he builds and repairs carts and wagons. The artisan, his small child, and two helpers (nephews) live in the side apartment. Ever since his wife died a few years ago, he tends to drink too much, but is goodhearted. The folks are followers of St. Cuthbert.

All the men are human **commoners** and in the militia. The wainwright has leather armor and a shield (AC 13) hanging in his barn. Hanging on the wall over the entrance to the barn is a battered battleaxe (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands). Each nephew maintains a suit of padded armor (AC 11) and a spear (+2 to hit, 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands) for service.

**Treasure.** He has 140 sp set aside for his little daughter's dowry; the sum being kept in a pouch hanging in a back closet. A simple search of the closet reveals the pouch.

## AREA 27 – WALLED MANOR HOUSE

*This place has an 8-foot-high stone wall and a heavy gate. It is obviously the residence of some well-to-do folk and appears easily defensible in times of trouble. The house itself is constructed of stone matching the wall, with a slate roof. The yard is tidy and well-tended with pruned rose bushes.*

This is the home of the village elder (essentially, the mayor), Kenter Nevets, his wife, and their four grown sons. Two of the sons are married, and their wives and three children live in the spacious, two-story house. The elder is a retired farmer and a life-long resident of Hommlet. He is quite wise (Wisdom 16 [+3]) and greatly respected. His sons now care for the fields and livestock (which includes six cows, 14 goats, and a variety of horses). All his sons have fine **riding horses** and are very proud of their status. Two servant girls and a hired farmhand are quartered in the stable loft. All are human **commoners** and dedicated to the Old Faith.

The four sons and the hired hand are members of the militia. The elder's sons have been outfitted with brand new scale mail and shields (AC 16) and finely crafted

## THE COUNCIL OF HOMMLET

The Village of Hommlet is governed by a council of well-respected residents. The council is led by the village elder. The other members (in order of seniority) are:

- Jaroo, the Druid of the Grove (see area 24)
- Terjon, chief cleric of the church (see area 20), standing in for Canoness Y'dey
- Hroth (Elmo's father), captain of the militia (see area 2)
- Ostler Gundigoot, the innkeeper (see area 7)
- Mytch, the miller (see area 22)
- Burne, the wizard (see area 31)
- Rufus, Burne's associate (see area 31)

The latter two are new arrivals to the Town Council. The elder is also the Justice of the Peace. Once each new moon, he holds a village meeting to hear ideas and complaints.

longswords (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands). They also have spears (+2 to hit, range 20/60 ft., 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands) in a shed. The hired hand has padded armor (AC 11), a handaxe (+2 to hit, 3 [1d6] slashing damage) and a heavy crossbow (+2 to hit, range 100/400 ft., 5 [1d10] piercing damage) stashed in the barn.

**Treasure.** The elder and his sons each carry about 10 gp worth of various coins in their purses. In the bedroom, there is a secret compartment that requires a successful DC 20 Wisdom (Perception) check to locate. It holds an unlocked, iron box which contains 428 gp, 100 pp, and four pieces of jewelry (a 400 gp gold necklace, a 900 gp electrum bracelet, a 2,000 gp silver crown set with emeralds, and 5,000 gp gold scepter). In the kitchen, a set of silver dinnerware (29 pieces worth 3,750 gp total) and four gold dishes (575 gp each) are stored when not in use.

**Development.** In the event of large-scale attack on the village, the villagers nearby seek safety in this compound.

## AREA 28 – LARGE NEW BUILDING

*The sign before this large building depicts a saw and hammer. The building appears newly constructed with a fresh coat of red paint.*

This new home is the shop and residence of the local carpenter, his wife, and his younger brother. The carpenter often works for other craftsmen in town, and he is currently at work on barrel staves. As is typical of most townsfolk, he is too busy to think of adventuring. Having come to the village about two years ago, this family is still considered “outside” folk, and will be until their beards grow gray. All three are human **commoners** and followers of St. Cuthbert.

The carpenter and his brother serve in the militia. The carpenter has studded leather armor and a shield (AC 14) and wields a battleaxe (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands). The brother has padded armor (AC 11) and uses a handaxe (+2 to hit, range 20/60 ft., 3 [1d6] slashing damage) or a spear (+2 to hit, 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands).

**Treasure.** The wife owns a silver chain with 12 silver coins (25 gp).

## AREA 29 – STONE HOUSE

*This well-crafted, stone dwelling seems recently built. It is set off from the road by a low, stone wall. No animals are seen, but some children are playing in the yard.*

The stonemason, another of the recent newcomers to Hommlet, built this home. His wife and two children are here, but he and his three apprentices are at work building the new castle on the low hillocks to the southeast (area 31). The mason has offered to help with the working of several large monoliths for the Grove (area 24) after the castle is finished.

The mason is well regarded in Hommlet. He has become quite friendly with the wizard, Burne (see area 31). All are human **commoners**, and these folks are of the Old Faith.

The mason and his apprentices are militiamen. The mason owns a suit of chain mail and a shield (AC 18, speed 20 ft.) and keeps a war pick (+2 to hit, 4 [1d8] piercing damage) in his workshop. His three apprentices lack armor, but each has access to a light hammer (+2 to hit, range 20/60 ft., 2 [1d4] bludgeoning damage) and a club.

**Treasure.** The mason has stashed 20 gold ingots (50 gp each) in a secret hollow under the stone wall out front. It requires a DC 20 Wisdom (Perception) check to locate these ingots.

## AREA 30 – DOUBLE FIELDSTONE WALLS FILLED WITH EARTH

*These two adjacent hilltops are the site of recent construction, complete with recently excavated trenches, piles of dirt, and stacked fieldstone. Wooden stakes, each color-coded with bright paint or a ribbon, adorn the site demarcating planned walls and buildings.*

Here are the beginnings of a smallish castle being built around a new tower atop the low mound. Workers have dug deep trench lines about 10 feet wide and as deep, down to a hard clay. They seem to be in the process of mortaring the foundations of the wall to be built above. Work has barely begun, but the outlines of bastions, towers, a gatehouse, and a keep can be noted with wooden stakes.

The keep is to be constructed atop the second hillock, and considerable excavation has already taken place. The earth from this digging has been used in the walls



around the whole. Some dressed stone blocks are visible, but these are not similar to local stone.

The whole is being financed by the Viscount of Verbobonc and the Archcleric of Veluna for favors done by the owners of the tower (which they also built), Burne and Rufus. These two will, in turn, serve the viscount by holding the area safe for him and reporting on any untoward happenings.

## AREA 31 – TWO-STORIED TOWER

*This structure is about 60 feet tall, a smaller tower rising inside the greater at about 35 feet above the ground. Its entrance is accessible only by going up a curving flight of stone stairs which terminates in a landing about 10 feet above the ground. The outer door of the tower lowers to form a drawbridge to the stone landing. There are several arrow slits around the tower, and it has a splay around the base to about 6 feet in height. The lower and upper battlements are machicolated, the merlons being pierced for archery as well. Two men-at-arms watch from its roof, cradling heavy crossbows.*

Map 7 has the floor plan of this tower; see below for a detailed room key. Inside dwell **Rufus**, a dashing hero, and **Burne** the wizard (see appendix B for both). Both came to Hommlet some three years ago following considerable success in adventuring. They defeated a large

bandit force which had plagued Verbobonc, and it is rumored that they gained a considerable hoard by defeating a green dragon which preyed on the Kron Hills to the west. These two are friends of all the important folk in the village. It is well known that they are tough and very cautious, but willing to give some aid to adventurers (for a price).

All sorts of standard equipment are stored in the keep, both mundane and magical (see the room key for more details). In addition to the items they carry, both Burne and Rufus have odd potions and scrolls. If the characters are in need, these consumable items can be traded or sold as necessary.

Burne, “His Most Worshipful Mage of Hommlet,” is a goodhearted wizard, clever, but a trifle on the greedy side. All services he renders (such as training or the copying of spells) will be paid for handsomely. He is a follower of St. Cuthbert, and very conscious of his duty to protect the village and monitor for evil. His adventuring (if any) will be calculated to accomplish those ends and gain him a third of the treasure found as well. He is not likely to risk his life or be duped. Burne is on the young side for a wizard (appearing in his mid-thirties), average in appearance and dress, and often frequents the Inn of the Welcome Wench for meals and to keep an ear to the ground.

Rufus is a goodhearted warrior. In about a year, he is to return to Verbobonc for special service on the viscount’s

## BURNE'S SPELLBOOK

In addition to the spells listed as prepared (see appendix B), Burne has the following spells in his spellbook:

- 1st level: *comprehend languages, identify, mage armor, magic missile, protection from evil and good, shield, sleep, unseen servant*
- 2nd level: *continual flame, darkness, darkvision, gust of wind, invisibility, ray of enfeeblement, see invisibility, spider climb, suggestion, web*
- 3rd level: *blink, glyph of warding, haste*
- 4th level: *arcane eye, fire shield*

Assuming the characters have a good rapport with Burne, he allows arcane spellcasters to copy spells from his spellbook for a fee of 1,000 gp per spell level. In addition to coin, he accepts magic items as payment.

behalf. Thus, he is not interested in risking his life or becoming involved in foolish adventures. If he renders service to a party, he requires not less than 20% of the total treasure gained. Rufus leads a squad of men-at-arms (see the sidebar) and has been appointed as the overall commander of the village troops as well.

## KEY TO THE GUARD TOWER (MAP 7)

### GENERAL FEATURES

**Doors.** There are two types of doors in the tower. Wooden doors are AC 15, have 15 hit points, are vulnerable to bludgeoning damage, and are resistant to piercing and slashing damage. Wooden doors can be broken down with a successful DC 17 Strength (Athletics) check. Iron doors are AC 19, have 25 hit points, and are resistant to piercing and slashing damage. Iron

### BURNE'S BADGERS

These human mercenaries are all chaotic neutral or true neutral in alignment. They were brigands for a time, but they decided that there was better pay and less risk serving Burne and Rufus, who took them prisoner and then spared them. They are loyal and their morale is high. They have seen some action against other marauders, they receive top money, and they spend an ample amount of off-duty time drinking and carousing at the inn.

Use the **guard** stats for these 16 men-at-arms. All wear the Burne's Badger symbol (see player handout 3) on their armor or painted on their shields. The Badgers all wear different armor and carry different weapons (all with an attack roll bonus of +3 to hit). Some are also adept at operating the engines. Each has been assigned a letter code for ease of tracking. This information is summarized in the table below:

Code	AC	Armor	Weapons	Siege Experience
A	14	Leather, shield	Spear, longsword	Catapult
B	14	Leather, shield	Longsword, handaxe	Catapult
C	14	Leather, shield	Longsword, mace	Catapult
D	14	Leather, shield	Morningstar, longsword	Catapult
E	14	Ring mail	Shortbow, mace	Scorpion
F	16	Chain mail	Light crossbow, longsword	Scorpion
G	12	Leather armor	Light crossbow, longsword	
H	12	Leather armor	Longbow, longsword	
I	12	Leather armor	Shortbow, longsword	
J	12	Leather armor	Light crossbow, longsword	
K	12	Leather armor	Trident, longsword	
L	13	Studded leather	Light crossbow, longsword	
M	14	Leather, shield	Spear, longsword	
N	15	Scale mail	Glaive, longsword	
O	16	Ring mail, shield	Spear, battleaxe	
P	16	Ring mail, shield	Spear, longsword	

The Badgers have two leaders: the **Badger Captain** and the **Badger Lieutenant** (see appendix B for both). Both leaders like the village and have no desire to leave it or their current employment.

doors can be forced open with a successful DC 20 Strength (Athletics) check.

## G1. MAIN HALL

This is the entry to the tower on this level. The drawbridge is 1-foot-thick oak planking bound with iron and is operated by a windlass. The small entryway is closed off by a stone wall and an inner door of iron. A **Badger Guard** (see appendix B) is on duty at all times. The door is flanked by shuttered arrow slits, and two murder holes are in the ceiling.

Flanking the inner portal are two fireplaces where most of the cooking is done by two to three servants. The lords of the place sit in judgement either here or at a table in the curved alcove. Trestle tables can be extended down and across to accommodate about 40 people when a feast or revel is held. Several comfortable chairs are placed along the walls, and the walls themselves are hung with tapestries and decorated with shields, arms, and hunting trophies. These include 12 shields, four longswords, two greatswords, four spears, two battle-axes, and the heads and horns of various creatures.

Smooth, fitted-stone stairs curve upward to area G4 and a smooth stone ramp leads downward to area G2.

## G2. LOWER LEVEL

This is the ground level where the outer batter (splay) thickens the wall. Here are all sorts of supplies—food, ale, beer, wine, oil, and so forth. This place is not pierced with slits or windows. Smooth ramps lead up to area G1 and down to area G3.

## G3. DUNGEON OR CELLAR LEVEL

Horses are sometimes stabled here, and there are heaps of straw, hay, and oats to provide for their needs. Normally, only the steeds of Burne and Rufus (**warhorses**) are kept here at night, but there is room for eight such mounts. Four cells along the southeast wall are for prisoner retention. Each is closed by an oaken door, barred, locked, and chained. The lords have the keys to the doors and the chains inside the cells. The door locks can be picked with thieves' tools and a successful DC 20 Dexterity check, but only from the outside. Breaking down a barred, locked door requires a successful DC 24 Strength (Athletics) check. In each cell are fetters and chains. The manacles inside the cells can be picked with thieves' tools and a successful DC 18 Dexterity

check, or the chains can be burst with a successful DC 22 Strength (Athletics) check.

There is a secret door along the north wall that can be located with a successful DC 18 Wisdom (Perception) check. The catch is on the underside of the stone ramp and, once depressed, allows the stone door to pivot on a central pole. The secret door leads to a small natural cave with a spring of cold fresh water.

## G4. HALL AND LADDERWAY

The stairs from area G1 lead to this hall. The upper levels of the tower can be reached from this point by a steep set of retractable wooden stairs about 3 feet wide. These are very similar to a ladder. A pair of wooden doors leads to areas G5 and G6, respectively.

A **Badger Guard** (see appendix B) is on duty at the foot of the ladderway.

## G5. RUFUS'S CHAMBER

This is a well-furnished room with a large bed, chest, chest of drawers, armoire, and wardrobe. A large chair, table, and stool complete the matching furniture. There are rugs and animal skins on the floor, tapestries on the wall, and a longbow and quiver of arrows hanging near the bed. The quiver contains 14 silvered arrows with green fletching and six +2 arrows with red fletching.

**Treasure.** There is a loose stone concealed in the floor of the fireplace that requires a successful DC 20 Wisdom (Perception) check to locate. Under the stone is a small cavity that holds an unlocked iron box with 200 gp, 100 pp, five violet garnets (500 gp each), and five black pearls (500 gp each).

## G6. BURNE'S CHAMBER

This room is quite similar to Rufus's, though it is more spartan. A workbench occupies so much space that a narrow pallet must serve as a sleeping area, instead of a comfortable bed. Robes, cloaks, and capes of various sorts and colors are hanging from pegs near the entry where a large, gnarled, black, wooden staff inlaid with silver runes leans against the wall. Although it appears magical, this is but a normal quarterstaff that bears a permanent *Nystul's magic aura* (false aura effect) cast upon it.

Various items of use in magical research line the shelves above the workbench—alembics, beakers, jars, flasks, and the like—most filled with strange substances.

A clutter of parchments, scrolls, and a few books are spread on a table-desk. Clumps of dried vegetable matter, bunches of herbs, bones, skulls, and bottles of fluids fill a wall case, hang from the ceiling, and appear here and there in the clutter.

A box tucked under the sleeping pallet can be easily found. It holds three daggers, a score of darts, and various items of dungeoneering equipment: six vials of holy water, a silver holy symbol, a wand with *continual flame* cast upon it (kept in an ivory tube lined with black velvet), and a silver-bladed knife (10 gp).

Burne's spellbook is camouflaged to appear as the seat of the only armchair in the room. It can be found with a successful DC 20 Wisdom (Perception) check and only if the armchair is closely examined. See the sidebar for the contents of the spellbook.

**Treasure.** A flat chest, fastened among the rafters and appearing as if part of the flooring overhead, contains the wizard's wealth. It requires a successful DC 22 Wisdom (Perception) check to discern from the flooring and a bit of ingenuity to retrieve. In it are 122 gems worth a total of 14,500 gp (five emeralds, eight topazes, five aquamarines, and four peridots, along with 100 ornamental 10 gp stones) and a locked iron coffer which holds 200 gp, a ring set with an emerald (3,000 gp), and a bundle of seven *spell scrolls*. Burne is debating whether to use the scrolls to expand his spellbook or to save them for an emergency. The scrolls contain the spells *comprehend languages*, *flaming sphere*, *ice storm*, *mirror image*, *stone shape*, *suggestion*, and *web*. Burne has the key to the coffer, or it can be picked with thieves' tools and a successful DC 16 Dexterity check.

**Developments.** Once Burne learns of the Temple rebuild, he is willing to use the scrolls for an emergency. He is willing to trade any of the *spell scrolls* to the characters for their use. He asks 100 gp for a 1st-level spell, 500 gp for a 2nd-level spell, and 1,000 gp a 4th-level spell, but is willing to take other magic items or trade goods in addition to hard coin.

## G7. HALL

The ladderway from below exits here, where an iron door leads to the parapet surmounting the tower. Another ladderway extends to the upper level of the turret.

A barrel of 20 javelins stands beside the door.

## G8. MERCENARY CAPTAIN'S ROOM

This chamber is sparsely furnished with a simple wooden bed, a small table, and a single chair. Hanging on a peg near the door is a quiver with a score of arrows, and 100 crossbow bolts are stored in an open cask to the left of the door. This room belongs to the captain of Burne's Badgers (see sidebar).

**Treasure.** A small coffer under the bed holds 173 pp and two star sapphires (1,000 gp each).

## G9. MERCENARY LIEUTENANT'S ROOM

This room is much the same as the captain's quarters (area G8) regarding the furnishings. To the right of the door is an open wooden crate with eight quivers full of arrows (20 each) but no crossbow bolts. This room belongs to the lieutenant of Burne's Badgers (see sidebar).

**Treasure.** At the bottom of the wooden crate (easily found if the quivers are moved) is a purse containing 50 gp and a cache of gems including five amethysts, five red garnets, four red spinels, and a piece of amber (100 gp).

## G10. PARAPET

As noted previously, the battlement is machicolated. The merlons are pierced for archery, and a light catapult (see sidebar) is at each position marked "A" on the map. Smooth boulders (24) and small rocks are stacked around the base of the turret and near the catapults as well.

Two **Badger Guards** (see appendix B) are on duty here at all times. They are fully trained in the use of the catapults.

## G11. TURRET LEVEL

This place is filled with racked pallets for the men-at-arms, who generally sleep here but are otherwise busy elsewhere. There are 20 pallets and 20 simple wooden footlockers.

## G12. TURRET ROOF

This position is reached by ladder from below. The battlement is machicolated with pierced merlons.

A scorpion (see sidebar) is at each position marked "S" on the map, and a long box which holds their ammu-

tion, 30 heavy spears, rests nearby. Another chest contains rags and pots of oil for the making of flaming missiles to fire from the scorpions.

There is usually a **Badger Guard** (see appendix B) here during the daylight hours until about midnight.

## AREA 32 – TENTS AND WATTLE HUTS

*About a dozen ramshackle tents and lean-tos have been hastily constructed along the edge of this copse of trees. A thin curl of smoke rises from a central firepit.*

These tents house 10 human peasant laborers (**commoners**) and associated train—women, children, and four stray dogs (**mastiffs**) roam about the area as well. They are the workers constructing the new castle. A few villagers also work on the project from time to time; each one puts in half a day's labor once per week. Whenever a load of materials is sent from Verbobonc, six new laborers arrive with it, and a like number then return to that town with the empty wagons.

One of the laborers is a NE human **spy** named Kilrent, an agent that reports to the traders (see area 13). He is a grizzled human with a scruffy beard and a distinct scar on his forehead. He secretly meets with the traders (or



their guard) to give reports, as needed. After the tower is complete, he is expected to work for the traders as a guard in garb that will probably leave his duplicity undetected. He carries a +1 dagger (+5 to hit, 5 [1d4 + 3] piercing damage) concealed in his left boot and has a club (+2 to hit, 2 [1d4] bludgeoning damage) with his personal belongings in his tent.

**Developments.** Kilrent led the brigand ambush, “On the Road to Hommlet,” as described in chapter 3. If he escaped the ambush and one of the characters noticed his forehead scar, it can be recognized now with a successful DC 12 Wisdom (Perception) check if the party spends time here among the workers.

## AREA 33 – OVERGROWN TRACK

This track leads off into the rugged hills and tangled scrub above the town. Several leagues away is a Ruined Moathouse, a former warning post for the destroyed Temple. The location is a fully detailed area for exploration in chapter 5.

### LIGHT CATAPULT

*Large object*

**AC:** 15 (17 due to half cover in its current location)

**Hit Points:** 75

**Damage Immunities:** poison, psychic

It takes two actions to load a light catapult, two actions to aim it, and one action to fire it.

**Stone:** *Ranged Weapon Attack:* +5 to hit, 150/600 ft. (can't hit targets within 60 feet of it), one target. **Hit:** 22 (4d10) bludgeoning damage.

### SCORPION

*Large object*

**AC:** 14 (16 due to half cover in its current location)

**Hit Points:** 40

**Damage Immunities:** poison, psychic

It takes one action to load a scorpion, one action to aim it, and one action to fire it.

**Heavy Spear:** *Ranged Weapon Attack:* +5 to hit, 200/750 ft., one target. **Hit:** 18 (4d8) piercing damage.

## CHAPTER FIVE

# The Ruined Moathouse & Dungeons

**H**e following information may be gleaned, piece by piece, through conversations with the villagers of Hommlet. (See the "Hommlet Rumors" section presented in chapter 4.) Old-timers know far more of the tale than newcomers, and certain special individuals (notably, those on the Town Council) could relate the whole story as found here, given sufficient provocation and trust in those inquiring. It is unlikely that such trust will be cause for revelation even so, unless seriously interested characters attend a special council meeting for the express purpose of aiding the village through their explorations.

This place was once the outpost of the Temple of Elemental Evil, its watchtower, and an advance base for raids, looting, and destruction. From this area, servants of the Temple were to bring the Village of Hommlet and all the lands around it into subjection. The conquered folk were then to be used as slaves to construct yet another fortress further west, spreading the evil power of the Temple in ever-growing rings to encompass all the land around its base.

This outpost was ignored during the destruction of the Temple, for the army of Good which came against the wicked hordes was so strong as to be totally immune to any pinpricking from the garrison of the Moathouse. Only after the end of the battle which destroyed the main armies of the Temple of Elemental Evil was attention turned to this place. A detachment of horse and foot with a small siege train then came to the marshlands to lay the castle low. The common folk from miles around came to help, and the Moathouse was surrounded, cut off, and battered into extinction. The place is now shunned by the people of Hommlet, who hate its former evil and the memory of the terror brought to them by the black lord of the fortress—a vile cleric of damnation—and his evil men and humanoid troops.

This read-aloud section is to be presented to the characters as they head for the ruins of the Moathouse for the first time.

*A scrub of thorns, thistles, weeds, and shrubs grows thickly along the edge of the track which leads to the ruins. Even the track is mostly overgrown and cluttered with fallen branches and trees. Here and there, it is washed out, while in other places a soggy mire.*

*Some game evidently still follows the pathway, however, for faint traces can be seen. But even considering this, going is slow. Eventually, as the track turns more northerly, the land begins to sink and become boggy. Tall marsh plants grow thickly where cattails and tamaracks do not. Off to the left can be seen the jagged silhouette of the Moathouse.*

## RUINS OF THE MOATHOUSE GENERAL FEATURES

The Ruins of the Moathouse are depicted on map 8.

**Construction.** The Ruined Moathouse was set off the main road in the fetid marshes. The track continues past the ruins for many miles. Eventually, after seven leagues, in fact, this route leads to Nulb. It takes over an hour to reach the place on horseback or two to trudge along on foot. Considerable hacking and clearing are necessary to make the way passable, so double the time required for the first trip to the Moathouse.

Fill was added to the center of a sluggish stream which now flows around the structure forming a natural moat. The water surrounding the small castle is 5 to 8 feet deep and choked with reeds and vegetation concealing the water's edge.

The Moathouse walls are constructed of fitted stone blocks a full 10 feet thick. The tops of the outer walls are crenulated battlements, providing cover for soldiers standing on the parapet. Arrow slits are indicated on the map. These provided full cover to archers or crossbowmen that defended the Moathouse. See the diagram associated with the map for these features. Several sections of the walls (as indicated on the map) have been destroyed and can provide access to the interior. Passing through the rubble here is considered difficult terrain.

With the exception of areas 4 and 7, the wooden upper floor has collapsed. Stone rubble and rotting wooden timbers are strewn about most locations.

**Doors.** All doors in the upper ruins (unless noted in the text, such as area 7) are wooden and bound in iron. Doors are unlocked and in a state of disrepair from the battle years ago and general weathering. In their current state, all doors are AC 14 and have only 12 hit points. Doors are vulnerable to bludgeoning damage but immune to psychic and poison damage. There is a 50% chance a door is jammed, requiring a successful DC 12 Strength (Athletics) check to force open.

**Peepholes.** The chambers bordering the courtyard (area 5) are lined with peepholes. These can be used to spy on anyone in the courtyard. A peephole can be found on the outer walls with a successful DC 20 Wisdom (Perception) check.

**Illumination.** Unless otherwise noted, the upper ruins are not lit. All keyed locations, save the towers (area 4 and area 7), are exposed to natural sunlight due to the collapse of the upper level.

**Wandering Monsters.** Wandering monsters are encountered on a roll of 1 on 1d12. Check for wandering monsters once every 10 minutes of exploration. Wandering monster checks could also be called for if the characters employ flashy magic (such as *fireball* or *lightning bolt*) or create an unusual amount of noise (DM's discretion). A typical skirmish or combat would likely not attract a wandering monster. Roll 1d6 for the type of monster encountered or choose one from the table. These encounters are designed for 1st-level characters, but the DM is encouraged to alter the number of creatures encountered based on the size of the party, their average level, and their general health.

## WANDERING MONSTERS: UPPER RUINS

D6	Encounter	# App	XP	Source	Notes
1-2	Strange noise	NA	NA	NA	See description
3-4	Giant rats	2d4	25	MM, p. 327	
5	Giant tick	1	100	Appendix C	
6	Brigands	1d4 + 1	25	MM, p. 343	As bandits

## BRIGANDS

This small group of NE human brigands (**bandits**) has recently arrived at the Ruined Moathouse seeking to join the other brigands in area 7. These fellows are armed with shortswords (+3 to hit, 4 [1d6 +1] slashing damage) and spears (+2 to hit, range 20/60 ft., 3 [1d6] piercing damage). The spears can also be used two-handed in melee (+2 to hit, 4 [1d8] piercing damage). Each brigand also carries a handaxe (+2 to hit, range 20/60 ft., 3 [1d6] slashing damage). They wear scale mail (AC 15) instead of leather armor. All carry light crossbows with 20 bolts. Each one carries 2d6 sp in a pouch. If half their number are defeated, the rest flee or surrender.

## GIANT RATS

The Ruined Moathouse has attracted numerous vermin, such as a pack of **giant rats**. Although their main lair is in area 13, small groups of giant rats forage around the ruins at all hours. They fight to the death.

## GIANT TICK

A **giant tick** (see appendix C) hides (Stealth +4) in a rafter above the party. If not observed, it drops on a random character, getting advantage on its surprise attack via its Ambusher trait. Once satiated with blood, the bloated arachnid detaches and attempts to scurry away, although now at a reduced speed of 20 feet.

## STRANGE NOISE

The Ruined Moathouse is alive with strange noises, echoes, and sounds, but if this encounter occurs, the characters are alerted to something noteworthy. Roll 1d6 and consult the table for the noise and its origin.

D6	Noise	Origin
1-2	Scraping noise	Rubble or timbers shifting above
3-4	Low whistle	The wind, blowing through a ruined arrow slit
5	Squeaking and rustling	Rats or giant rats in the floor below
6	Footsteps	The party's own via a trick of echoes

## SCALING THE ENCOUNTERS

The encounters presented in the Ruins of the Moathouse were designed for five to eight 1st- or 2nd-level characters. For this conversion, they are presented as they occurred in the original text. Most parties of fifth edition characters range in size from four to six, likely all 1st-level assuming the Moathouse is their first foray into a dungeon. Thus, the DM might want to adjust the challenge of several of the tougher encounters to bring them in line with modern standards. These include:

**Area 1.** Remove one giant frog and one small giant frog.

**Area 7.** Remove the aide, brigand #6, and brigand #7.

**Area 12.** Use a standard **giant poisonous snake** but reduce its poison damage to 7 (2d6).

## KEY TO THE RUINS OF THE MOATHOUSE (MAP 8)

### AREA 1 – POOL

*A side path, banked high to cross over the wetland to either side, is located just south of the entrance of the ruin. The track here is only about 15 feet wide or so, with crumbling embankments making travel near the edge dangerous. The vegetation appears dense and prolific, but somehow sickly and unhealthy, with creepers and vines throwing their strangling loops over the skeletons of dead saplings and living bushes alike. The rushes and cattails rustle and bend even to a slight zephyr, and weird birdcalls, deep croaking, and other unwholesome sounds come faintly across the odoriferous fen. Several clouds of noisome, flying insects swarm exposed flesh eager to bite.*

Hiding in a small patch of standing water choked with weeds and cattails are two **giant frogs** and four **small giant frogs** (see appendix C). Due to the fact these creatures are nearly submerged in the turbid, weed-infested water, they are granted advantage on their Stealth checks. If unnoticed, they attack with surprise using their Standing Leap trait to jump into the characters' midst. They attack madly, for they are voraciously hungry at all times, and fight to the death.

The giant frogs also have the following Sticky Tongue action:

**Sticky Tongue:** *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* The tongue is stuck to the target.



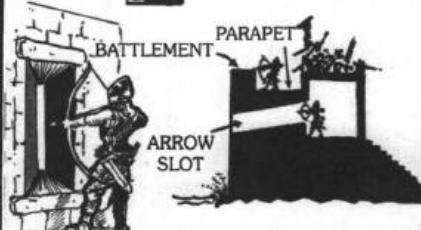
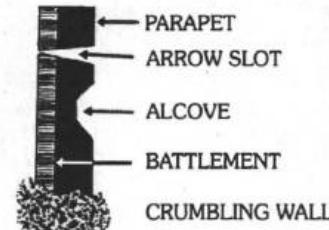
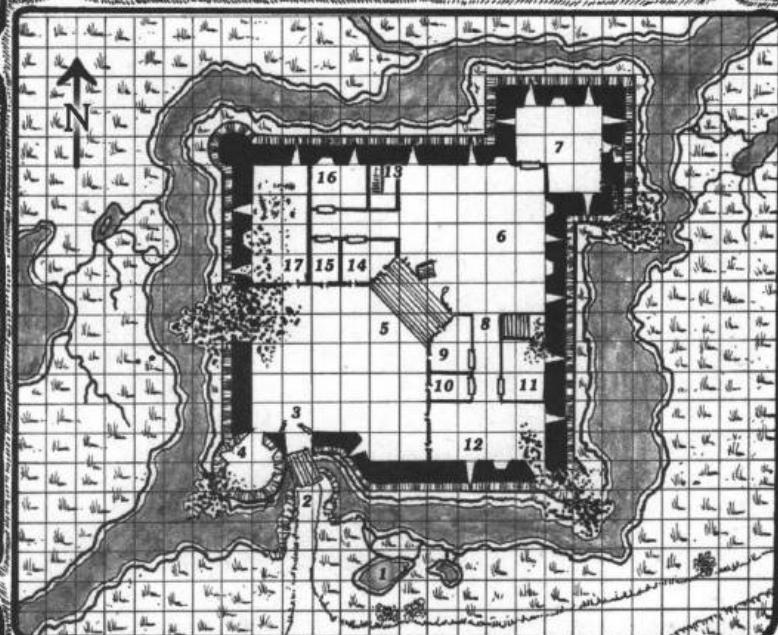
The target can spend an action on its turn to remove the tongue. On each of its turns, the frog can make a contested Strength check against the stuck target. If the target is Large or larger, the frog has disadvantage on this roll. If the frog wins, the target is pulled next to it. The frog can bite only the stuck creature next to it and has advantage on the attack roll to do so. The frog can have only one target stuck at a time.

If characters are mounted, check to see if the horses panic and throw their riders or plunge into the marsh and become mired. Each mount needs to succeed on a DC 12 Wisdom saving throw or become panicked. Warhorses have advantage on this saving throw. If panic occurs, unless the rider makes a successful DC 13 Wisdom (Animal Handling) check, they are thrown off their mount and land prone (but unharmed) in the soggy marsh. The mount then flees for 1d6 minutes, with a 50% chance of becoming stuck in a mire.

**Treasure.** One of the giant frogs (determined randomly) has swallowed an amethyst (100 gp), which can be found if the characters take the time to cut open its gullet and examine its contents.

## MAP 8 RUINS OF THE MOATHOUSE

□ = 10 Feet



### AREA 2 – ROTTING DRAWBRIDGE

The partially splintered planks of a rotting, wooden drawbridge rest on the spongy ground. Creeping vines and leafy weeds obscure parts of the bridge, although thick, iron bands can be discerned among the wreckage. Two sun-dried chains of thick, black metal disappear into the algae-choked water to each side of the bridge. It appears that one can safely pick their way across the rotting timbers with caution.

When the Moathouse was taken, part of the drawbridge was battered through, and the attackers crossed on the planks to gain access to the inner gates. The chains of the drawbridge were broken, and it fell. It has remained thus since, although lack of care and upkeep has compromised its integrity somewhat.

It is strong enough to bear a Medium or smaller creature, but any Large creature (such as a mount) crossing over may break through and injure a leg. Each such Large creature needs to make a successful DC 12 Dexterity saving throw. Failure indicates the creature breaks

through, suffers 3 (1d6) slashing damage, and has its movement reduced by 10 feet until the creature regains at least 1 hit point. If the creature is a mount, its movement and carrying capacity (see *Player's Handbook*, p. 157) are both reduced by half until it regains at least 1 hit point.

### AREA 3 – BROKEN GATES

A great, thick, wooden door reinforced with corroded metal bands limply hangs open on one great hinge. The other door is splintered and holed but still in position, wedged and shored closed from the inside.

A careful examination of the ground here, with a successful DC 13 Wisdom (Survival) check, reveals humanoid boot prints on the ground heading across the courtyard to the building steps at area 5.

**Developments.** It is 50% likely that a pair of brigands from area 7 are here on watch. As soon as they observe the party, they retreat to their lair and give warning to the other brigands. Unless the party is using Stealth or magic

(such as *invisibility* or *arcane eye*, for example) and avoids the giant frog attack at area 1, there is no chance the party can detect these brigands before they flee to area 7.

## AREA 4 – TOWER

**DM Note:** Even if an arrow slit is peered through, dark-vision reveals nothing as the occupant lurks above, out of sight.

*The upper portion of the tower has collapsed, and the interior is dark. A scattering of husks and a few bones lie on the floor among the gleam of coins.*

A **giant wolf spider** is crouched, hiding on the remains of an upper floor some 15 feet overhead. It leaps to attack the first creature that steps into the tower. If unnoticed (Stealth +7), its first attack is with surprise. It fights to the death to protect its lair.

**Treasure.** Amidst the rubbish on the floor are 71 cp, 38 sp, and an empty, ivory box about the size of a large book. The box is covered with dirt and grime and, thus, only appears to be worth 50 gp. A successful DC 12 Intelligence (Investigation) check and some effort cleaning reveals this box is actually worth 125 gp.

## AREA 5 – LITTERED STEPS

*A broad, stone staircase, littered with stone rubble and wooden splinters, climbs up to the living quarters of the fort. The doors at the head of the stairs are broken. One, mostly intact but weathered, is flat on the ground while the other is sundered and partially hangs from its hinges.*

This staircase indeed leads to the house portion of the fortress. A careful examination of these steps with a successful DC 13 Wisdom (Survival) check reveals that some traffic (human, animal, and perhaps, otherwise) has passed this way recently.

## AREA 6 – GREAT HALL

*This was once a great audience chamber, as shown by the tattered banners and tapestries on the walls, destroyed furniture, and heaps of rotting cloth discarded into corners. Once richly appointed, it has been thoroughly searched, sacked, and despoiled. Leaves and dirt cover the floor, and cobwebs hang from walls and the ceiling above. Looking up, you see that exposed beams and slabs of stone poke through, indicating that the upper stories of the place are totally destroyed and likely to be impassable to anything larger than a rat.*

This 50-foot-by-50-foot hall is abandoned. The north and east walls sport arrow slits and alcoves. Centered on the west wall is a corridor, while the northeast corner of the room hosts a recently repaired stout door.

**Developments.** If the characters are still undetected by the brigands in area 7, the brigands become alerted to their presence if they make any significant noise searching this chamber.

## AREA 7 – BRIGANDS

**DM Note #1:** The heavy door has been repaired by the outlaws that reside here, and it is usually barred and bolted as well. The door is AC 15 and has 20 hit points (to reflect the reinforcements) and requires a DC 18 Strength (Athletics) check to break down. As usual, the door is vulnerable to bludgeoning damage but immune to psychic and poison damage.

**DM Note #2:** If brigand sentries were at area 3 when the party approached (a 50% chance), they have retreated here, and the others are warned of the party's approach. Likewise, if the characters make significant noise in area 6, the brigands are on alert.

*The chamber is floored in black flagstones and has ebon-colored wall hangings (now burnt and tattered) in addition to the jumbled wreckage strewn about the floor. Several bedrolls are sloppily pitched in odd corners, and the remains of fires can be noted in the northern fireplace.*

This chamber was the quarters of the former lord of the castle. Holed up here are eight NE human brigands (stats as **bandits** but see the table for armor and weapons) and their NE human **bandit leader** (see appendix B).

At least one brigand always watches the escape route (the ruined wall in the southeast corner, which leads to steppingstones across the moat). The brigands' tactics vary by the party's apparent strength, assuming they were spied on in area 3:

**Weak.** The brigands leave the door unbarred and hide in the clutter of wrecked furniture. They attack with surprise using a volley of ranged weapon attacks, unless the party wins a Perception vs. Stealth contest. If the party defeats half of the brigands or the leader, the rest seek to flee via the southeast wall and the stepping-stones across the moat.

**Capable.** The brigands lock their door and leave if it is

battered open. They take only their petty loot, leaving the rest assuming it is safely hidden.

**Overwhelming.** The brigands sneak out via the south-east corner wall as soon as the party is detected, taking all their loot and heading for greener pastures.

Consult the roster below for each brigand's armor worn and weapons carried.

Along the east wall is a long forgotten secret door that can be located with a successful DC 15 Wisdom (Perception) check. After spending 10 minutes clearing rubble away, the stone door can be swung open after depressing a hidden catch near the floor. Beyond is a staircase that leads down to a 10-foot-square landing on the lower level near area 24. The brigands are unaware of the secret door and the stairway down.

**Treasure.** Each brigand has 3d6 sp. The aide has an additional 3d4 ep and 2d4 gp. The leader has 5d4 pp, two citrines (50 gp each), and wears a gold chain (200 gp).

The brigands have buried a chest under the rubble where the wall collapsed. It can be located with a DC 15 Intelligence (Investigation) check. It requires about 30 minutes of digging (and, at least, two wandering monster checks) to uncover the loot. The chest holds 2,000 cp, two bolts of fine cloth (60 gp each), a crystal flagon and four goblets (worth 80 gp as a set), an inlaid wooden box with ivory handles and decorations (45 gp), and four +1 arrows with purple fletching wrapped in a swatch of leather.

## BRIGAND ROSTER

Brigand	Armor	AC	Weapons
Aide	Ring mail, shield	16	Longsword (+2 to hit, 4 [1d8] slashing) Flail (+2 to hit, 4 [1d8] bludgeoning)
Brigand #1	Padded, shield	14	Shortsword (+3 to hit, 4 [1d6 + 1] piercing) 3 javelins (+2 to hit, range 30/120 ft., 3 [1d6] piercing)
Brigand #2	Studded leather	13	Halberd (+2 to hit, 5 [1d10] slashing)
Brigand #3	Leather, shield	14	Spear (+2 to hit, range 20/60 ft., 3 [1d6] piercing) Handaxe (+2 to hit, range 20/60 ft., 3 [1d6] slashing)
Brigand #4	Leather armor	12	Shortsword (+3 to hit, 4 [1d6 + 1] piercing) Light crossbow (+3 to hit, range 80/320 ft., 5 [1d8 + 1] piercing)
Brigand #5	Leather armor	12	Club (+2 to hit, 2 [1d4] bludgeoning) Heavy crossbow (+3 to hit, range 100/400 ft., 6 [1d10 + 1] piercing)
Brigand #6	Leather armor	12	Mace (+2 to hit, 3 [1d6] bludgeoning) Light crossbow (+3 to hit, range 80/320 ft., 5 [1d8 + 1] piercing)
Brigand #7	Leather armor	12	Glaive (+2 to hit, 5 [1d10] slashing)

**Developments.** If the DM decided to run the prelude encounter ("On the Road to Hommlet," in chapter 3), deduct any brigands defeated in that skirmish from the roster here. In addition, each brigand here carries a token hidden on his person. Each is a smooth, flat, river rock inscribed with an eye and a tear (see player handout A). It could be hidden in a boot or a concealed flap in a cloak or even secreted in the brigand's undergarments. It requires a successful DC 15 Intelligence (Investigation) check to find one of these. A convincing Charisma (Intimidation or Persuasion) check might loosen one of the brigand's tongues about these tokens or their affiliation. Each of these tokens is used to confirm their loyalty to the new Temple regime. First, a brigand or spy touches their left eye, and then wipes it to the left. If the responder touches their right eye, the token is produced to confirm.

## AREA 8 – STAIRWAY UP

*After a few steps, the risers are covered with dust, crushed stone, broken wood, and burned heaps of cloth.*

At the landing halfway up, the steps are completely covered with rubble, and it is impossible to clear the loose stone and a huge wall section to allow further passage. The entire upper floor is collapsed and ruined.

## AREA 9 – LITTERED ROOM

*This 15-foot-by-20-foot chamber has a truncated north-west wall. The floor is littered with woody debris, perhaps the remains of a once-fine table and numerous chairs. Its dirt and wreckage show no signs of any recent occupant,*

*although a couple of small rats are seen scurrying away with a few startled squeaks at your approach.*

This room was once a conference chamber but is now empty. The only item of any value within is a very fine longsword wedged behind a splintered wall case, which can be located with a successful DC 13 Intelligence (Investigation) check. The contents of the wall case have long since been removed.

## AREA 10 – EMPTY BEDCHAMBER

*This quaint chamber appears to have once been a bedroom. Splintered planks of wood and piles of rotting cloth are heaped about the floor in a jumbled mess.*

Once the quarters of a castle troop leader or some other petty official, this place is now a total wreck. The bed is chopped to pieces, and the furniture is smashed or missing.

## AREA 11 – SALON

*As you open this door, your nostrils are assaulted by a pungent, musty stench of animal waste. Above, the ceiling is mostly intact, although sunlight peaks through several gaps here and there. The ceiling appears to be covered with a brown mold or fungus. The floor is a cluttered tangle of broken, wooden furniture parts and piles of torn cloth all covered with ochre-splattered stains.*

This room was once very opulent, obviously a place of many expensive furnishings. The remaining bits and tatters still appear rich (though none are of any value). The stains on the floor are bat guano, and the primary source of the acrid stench.

If any creature enters the room to investigate, a small colony of bats roosting on the remains of the ceiling are disturbed. Treat this disturbance as a **swarm of bats**, but the startled creatures seek to escape through the arrow slit or any gaps in the ruined ceiling. It takes 4 rounds for the bats to disperse, during which time there is only a 50% chance a random character is “attacked” in the confusion. After 2 rounds, the effectiveness of the swarm’s attack is as if it has been reduced to half of its hit points.

## AREA 12 – CORNER ROOM

*The corridor ends at this open corner chamber, perhaps 40 feet wide and 20 feet deep. The room is mostly empty, save for some scattered rubble. The southeast corner wall has fully collapsed into the moat and provides a potential exit.*

After one of their number was slain here a few weeks ago, the brigands gave this room and the entry corridor a wide berth. A huge adder, over 12 feet long, dwells here. It crawled up the rubble that has spilled into the moat and found a nice, safe lair where it could hole up after hunting. When the characters arrive, the creature is curled up among the rocky debris in the southeast corner of the room (Dexterity check at +4 to hide), somewhat naturally blending in with its gray and drab brown, scaly hide. Although it recently fed, it attacks if a character searches the rubble in this location.

The enormous adder is a **giant poisonous snake** with the following changes, which increase its challenge rating to 1/2 (100 XP):

- It has 26 (4d8 + 8) hit points.
- Its Constitution is 14 (+2).
- Its bite attack does 7 (1d6 + 4) piercing damage, its poison save DC is adjusted to 12, and on a failed save the target takes 14 (4d6) poison damage, or half as much damage on a successful one.

**Treasure.** In the litter of its nesting place is a jeweled dagger worth 850 gp that can be located with a successful DC 14 Intelligence (Investigation) check.

## AREA 13 – STOREROOM AND STAIRWAY

*An opening in the west wall leads to a small, shelf-lined storage area. Around the corner from the shelves is a stairway leading down into the inky dark of a basement.*

If a character searches the shelves, some rustling and squeaking betrays the presence of a hungry horde of **giant rats** that inhabit the wooden walls and shelves of this location. There are 13 of these vermin, and they are hungry, attacking without fear.

The stairs lead down to area 18.

**Treasure.** Though they have no treasure, an overlooked jug of oil (10 flasks’ worth) can be easily located on the upper shelf of the storage area. On the fifth stair down is a simple gold ring (40 gp), covered with dirt and grime. Unless the stairs are specifically searched, the ring is only discovered on a successful DC 20 Wisdom (Perception) check.

## AREA 14 – TROPHY ROOM

*It seems that this abandoned chamber was once a trophy room. Only a few mangy pelts, stuffed animal heads, and*

shattered antlers remain following a complete ransacking.

All worthwhile items have been removed many years ago. Considerable time may be spent searching the litter herein, but nothing of value will be found. But the DM should make, at least, one wandering monster check during the search.

## AREA 15 – DOMICILE

*This tiny chamber appears to be a spartan living quarters, perhaps for a single person. The shattered remains of a bed and possibly a small table are intermixed with rubble from the ceiling.*

This place was the domicile of the major-domo of the castle but is now stripped of everything save the ruined furnishings described.

**Treasure.** One wall cresset remains near the outer wall, and its nondescript torch stub is a silver baton (30 gp). Discovering this curiosity requires a successful DC 14 Wisdom (Perception) check.

## AREA 16 – KITCHEN

*The door to this chamber has rotted and hangs limply from one hinge. Beyond is a chamber that once served as a kitchen. The sour, moldering remains of foodstuffs assault your senses. On the opposite wall is a brick fireplace with a dusty, wooden cask nearby. A sturdy, wooden table still stands in the center of the room, its surface covered with mold and cookery. Likewise, mold-clad pots, pans, and utensils are strewn about the floor.*

The remains of moldering foodstuffs and kitchen work-tables are visible. Several of the pots and pans are sturdy metal and are quite serviceable following a good cleaning. The utensils include large spoons, two-tined forks, and a few shoddy knives (treat as daggers if used in combat, but on an attack roll of 1 are rendered useless).



A wooden cask near the fireplace on the north wall looks inviting, but anyone approaching it is attacked by a **giant tick** (see appendix C) that drops from its hiding spot among the remains of the ceiling! If not noticed with a successful Perception vs. Stealth contest, it uses its Ambusher trait. This horror came in through the chimney. If it becomes satiated with blood, it attempts to flee up the chimney.

There is no treasure in here.

## AREA 17 – BARRACKS

*Beyond a pair of double doors is a partially collapsed chamber, its ceiling mostly intact but sagging toward the middle of the room. Among the rocky debris are the remains of cots and plain wooden chests indicating that this was once a barracks room for castle guards.*

If the overhead ceiling or rubble is forcibly prodded or moved, it may further collapse with a 50% chance per round of disturbance. All those in the room during a collapse must make a successful DC 12 Dexterity saving throw or suffer 3 (1d6) bludgeoning damage.

A **giant lizard** slumbers in the south end of the room, near an intact chest. The giant reptile attacks anyone invading its lair, fighting to the death. This specimen has footpads that grant it the Spider Climb variant trait (MM, p. 326).

**Treasure.** The giant lizard has previously swallowed a +1 shield, which can be discerned with a successful DC 10 Wisdom (Perception) check following the battle. Although unpleasant, it's an easy task to cut the shield out of its gullet. The chest is unlocked and holds 33 cp, a suit of scale mail (sized for a human), a light crossbow (missing its string), and a case of 20 bolts.

# MOATHOUSE DUNGEONS

## GENERAL FEATURES

The Moathouse Dungeons are depicted on map 9.

**Construction.** The underground chambers of the Moathouse Dungeons were tunneled into the soft, spongy earth of the fen. The walls were shored up with a mix of mismatched rocks and cobble collected nearby. Swollen timbers support the walls and ceilings in places. The floors are all cut flagstones. The chambers are cooler and damp with a faint, musty, organic smell. Ceilings are generally 10 feet high, unless otherwise noted.

**Doors.** All doors (unless noted in the text, such as areas 19, 20, 25, and 28) are wooden and bound in iron. Doors are unlocked and feature various stages of rotting, although still functional. In their current state, all doors are AC 14 and have only 12 hit points. Doors are vulnerable to bludgeoning damage but immune to psychic and poison damage. There is a 50% chance a door is jammed, requiring a successful DC 12 Strength (Athletics) check to force open.

**Illumination.** Unless otherwise noted, all subterranean chambers are unlit. Most chambers usually have torch sconces evenly spaced out about every 30 feet.

**Wandering Monsters.** Wandering monsters are encountered on a roll of 1 on 1d6. Check for wandering monsters once every 10 minutes of exploration. Wandering monster checks could also be called for if the characters employ flashy magic (such as *fireball* or *lightning bolt*) or create an unusual amount of noise (DM's discretion). A typical skirmish or combat would likely not attract a wandering monster. Roll 1d8 for the type of monster encountered or choose one from the table. These encounters are designed for 1st-level characters, but the DM is encouraged to alter the number of creatures encountered based on the size of the party, their

average level, and their general health. With the exception of the ogre and the gnoll patrol, these encounters don't deplete similar monsters encountered elsewhere in the Dungeons.

## BUGBEARS

These burly goblinoids are **bugbears** on patrol. Currently in disfavor with their allies in area 27, they fight to the death with determination to regain favor by returning to them with the spoils of a won battle. Each one carries two javelins for ranged attacks and 2d6 gp in a belt pouch.

## GIANT RATS

Just as above, the Moathouse Dungeons are inhabited by many vermin. In this case, the party blunders into or disturbs a pack of **giant rats**. They fight to the death.

## GNOLLS

This patrol of **gnolls** hails from area 29. They charge into battle leading with halberds (+4 to hit, 7 [1d10 + 2] slashing damage), but discard these for morningstars (+4 to hit, 6 [1d8 + 2] piercing damage) when in close combat. If the characters have the upper hand, one gnoll attempts to flee back to area 29 to warn the others. Each gnoll carries 3d6 cp and 3d6 sp.

## OGRE

The **ogre** Lubash (see area 24) is hungry and in a foul mood, stalking the corridors of the Dungeons looking for a fresh meal. He will attack anyone, including humanoids, unless they are displaying the symbol of the new Master (a yellow eye of fire). He is armed only with a massive, double-headed greataxe (+6 to hit, 17 [2d12 + 4] slashing damage). If reduced to 10 hit points or fewer, he attempts to flee back to area 24. If defeated as a wandering encounter, he does not appear in area 24.

## WANDERING MONSTERS: DUNGEONS

D8	Encounter	# App	XP	Source	Notes
1-2	Strange noise	NA	NA	NA	See description
3-4	Giant rats	3d4	25	MM, p. 327	
5	Bugbears	1d2	200	MM, p. 33	
6	Zombies	2d4	50	MM, p. 316	
7	Gnolls	1d4 + 1	100	MM, p. 163	
8	Ogre	1	450	MM, p. 237	

## STRANGE NOISE

The Moathouse Dungeons are alive with strange noises, echoes, and sounds, but if this encounter occurs, the characters are alerted to something noteworthy. Roll 1d6 and consult the table for the noise and its origin.

D6	Noise	Origin
1-2	Footsteps	The party's own via a trick of echoes
3-4	Thumping	The giant lizard (see area 17) or some other passing creature out hunting
5	Moaning	The wind blowing through some cracks and crevices
6	Rattling	In the distance, and it could be anything

## ZOMBIES

A pack of mindless **zombies** wanders about the forsaken halls of the Moathouse Dungeons. They attack until destroyed and relentlessly pursue characters that attempt to flee.

## SCALING THE ENCOUNTERS

The encounters presented in the Moathouse Dungeons were designed for five to eight 1st- or 2nd-level characters. For this conversion, they are presented as they occurred in the original text. Most parties of fifth edition characters range in size from four to six, likely all 1st-level unless they gained a level during their adventures in the upper reaches of the Moathouse or on wilderness forays. Thus, the DM might want to adjust the challenge of several of the tougher encounters to bring them in line with modern standards. These include:

**Area 21.** Reduce the number of zombies encountered by half. Keep two in the hall and have the four remaining arrive from the cells one per round. This leaves one cell (the southernmost) empty.

**Area 27.** Six bugbears are a very deadly encounter for a group of 1st-level characters. Consider breaking them up into groups of two and have two pairs out on patrol at any given time. If the characters are having their way with just two, have a patrol return!

**Area 29.** Nine gnolls are a very deadly encounter for a group of 1st-level characters. Consider reducing the number to five and have the other four out patrolling the lower Dungeons, so they can be encountered separately. These humanoids are not satisfied with their al-

liance with the new Master, so they might be willing to surrender or parley with the characters (as per the discussion in their lair description).

**Area 33 and Area 34.** The guards and leaders here could easily overwhelm a party of 1st- or 2nd-level characters—but that is the purpose of the encounter. It is suggested that these guards are faced in waves as described in the tactics, and if need be, encourage the characters to flee and employ hit-and-run tactics. Instead of killing the characters, the guards could use nonlethal blows to capture them instead. Captured characters are imprisoned in area 21 until being transferred to the Temple of Elemental Evil in a few days. The DM is encouraged to have the characters engineer an escape prior to that transfer. With an AC of 19 (20 while dual wielding), the party will be hard-pressed to land a blow on Lareth. Consider swapping out his +1 plate for chain mail giving him AC 16 (17 while dual wielding).

## KEY TO THE MOATHOUSE DUNGEONS (MAP 9)

### AREA 18 – STAIRWAY ARCH

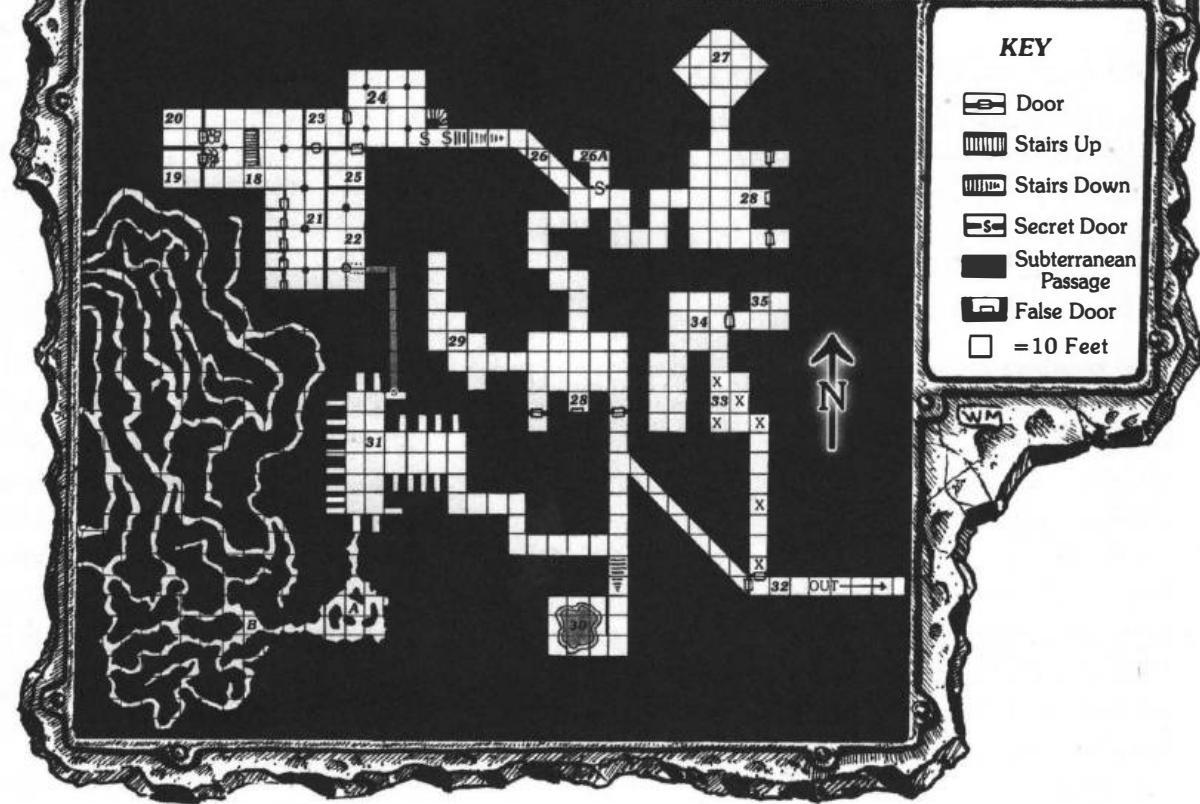
*A 10-foot-wide stone stairway descends into the Dungeons below the Ruined Moathouse. The air is thick with humidity, and the walls glisten with moisture. A faint stench of organic rotting tingles your nostrils.*

This staircase is an obvious route to the lower chambers beneath the Moathouse.

Two nauseous blobs of green slime (see *Dungeon Master's Guide*, p. 105) have been carefully placed and fed in a position over the central arch at the base of the staircase. Anyone descending the stairs will probably (75% chance) cause one of the two slimes to dislodge itself and fall squarely upon the victim as soon as they set foot on the floor of area 18. A cautious approach and a successful DC 12 Wisdom (Perception) check reveals the green slimes. If noticed, a successful DC 10 Dexterity check is required to avoid one of the slime's drop attacks. Failure indicates the slime has hit; the target takes 5 (1d10) acid damage immediately and again at the start of each of its turns until the slime is scraped off or destroyed. Note that regardless if the first slime hits or misses, the characters need to deal with the second slime.

The room at the bottom of the stairs contains no treasure. A few torn sacks, broken barrels, and shattered weapon

# MAP 9 MOATHOUSE DUNGEONS



racks reveal that this large area was once a storage place and armory for the fortress. Great heaps of worthless rubble and broken containers (mostly casks and crates) and furniture are at the western end of the room, all obviously junk. This pile of junk conceals the doors to rooms 19 and 20, which can be noticed with a successful DC 10 Wisdom (Perception) check, or simply by spending 10 minutes moving the pile. It takes another 10 minutes of effort to clear the junk to fully access both doors, a process which could call for another wandering monster check.

## AREA 19 – DOOR

*Behind the pile of junk is a stout, wooden door reinforced with thick, iron bands. The door has clearly been restored, oiled, and appears to be locked.*

The lock to this portal is secured, obviously new, and well-oiled. The lock can be picked with thieves' tools and a successful DC 17 Dexterity check. If not picked, the door can be chopped or smashed down with weapon blows. The repaired door is AC 15 and has 24 hit points, vulnerability to bludgeoning damage, and immunity to psychic and poison damage. If a suitable axe is employed to chop down the door, grant vulnerability to its slashing damage.

**Treasure.** Inside the room are 30 shields, 12 suits of leather armor, and 11 barrels. Most of the latter contain salted meat, but two in the rear are 5-gallon kegs filled with an average brandy (80 gp each).

## AREA 20 – DOOR

*Behind the pile of junk is a stout, wooden door reinforced with thick, iron bands. The door has clearly been restored, oiled, and appears to be locked.*

Similar to the door blocking passage to area 19, this recently repaired portal is locked. The lock can be picked with thieves' tools and a successful DC 17 Dexterity check. If not picked, the door can be chopped or smashed down with weapon blows. The repaired door is AC 15 and has 24 hit points, vulnerability to bludgeoning damage, and immunity to psychic and poison damage. If a suitable axe is employed to chop down the door, grant vulnerability to its slashing damage.

This storeroom contains the following weapons: 50 spears, 10 glaives, six halberds, three battleaxes, and two crates of ammunition. One is packed with 120 arrows and the other with 200 crossbow bolts. Another long, wooden box contains 70 black capes, each emblazoned

with a yellow eye of fire sewed on the center (see player handout 4). More containers of dried and preserved provisions round out the contents of the room.

## AREA 21 – CORRIDOR AND CELLS

*This 20-foot-wide hall extends from north to south. The ceiling, 20 feet overhead, is supported by three equidistant, smooth, stone pillars centered in the hall. Along the west wall are five sets of rotting, wooden cell doors, each sporting a window covered with bars. Along the east wall is an archway leading to another chamber.*

Two **zombies** are hiding behind the southernmost pillar at the end of the hall. They deliberately move to attack any intruders approaching the entrance to area 22. One round after they are engaged, another pair of zombies appears from the northernmost cubicle (nearest the stairs), attacking the characters from the rear. Each of the remaining four cubicles also contains two zombies, and another pair enters the engagement each round until all 12 zombies are in battle. These mindless undead use rudimentary tactics, such as trying to corner the party in area 22. The zombies attack until slain and if turned, retreat to the cells.

This pillared hall provides access to the five cells lining the west wall. Behind each ramshackle door is a squalid, 10-foot-by-10-foot cell. The floor of each is covered with nameless stains and some woody debris mixed with rubble.

**Treasure.** The zombies have no treasure, but a yellow-green peridot (500 gp) was long ago hidden behind a loose stone in the southernmost cell (the last to disgorge zombies). If this cell is searched with a successful DC 11 Wisdom (Perception) check, the off-colored, loose piece in the wall can be found.

## AREA 22 – TORTURE CHAMBER

*This chamber is covered with wispy cobwebs, and a fine coat of dust blankets the furnishings. The foul purpose of this chamber is all too obvious. Several intact wooden tables, affixed with manacles, are covered with an array of metal hooks, spikes, and blades. One table still hosts a bound skeleton. Along the east wall, which sports several lengths of chains ending in manacles, are several metal braziers along with an assortment of metal pokers and vices. A skeleton dangles by its feet from a set of chains attached to the ceiling. To the north and south are stone pillars, supporting the ceiling.*

At first glance, this place seems long abandoned as dust, dirt, and cobwebs abound. Yet, there is no dust on the floor as the occupants are careful to keep it swept. A careful perusal with a successful DC 13 Intelligence (Investigation) check reveals, however, that the two skeletons in the place are not old remnants, and some of the instruments and mechanisms have been used very recently indeed. A careful search of the floor with a successful DC 15 Wisdom (Perception) check reveals some drops of blood leading south. This was the trail of a sloppy ghoul heading back to its lair (area 31).

There is a secret door located on the southern pillar. It can be found with a successful DC 17 Wisdom (Perception) check. If the trail of blood is discovered, it leads to the pillar, granting advantage on the check. Once located, the trip is a small button concealed near the floor, which releases the door, which slides to the right. Inside the pillar is a shaft some 30 feet deep, with iron rungs set into the stonework for easy descent. The rungs are obviously used with some frequency and lead to area 31.

## AREA 23 – LITTERED STOREROOM

**DM Note:** Unlike most doors in the Dungeon, these are not stuck, and open rather easily with little sound. A successful DC 12 Intelligence (Investigation) check reveals the hinges have been repaired and recently greased.

*This floor of this 20-foot chamber is a jumble of debris, rubble, and refuse. In the opposite corner of the room is another door.*

The mess of filth and broken junk is utterly unremarkable. The floor is considered difficult terrain. If the characters dally here, have one (or more) characters make a DC 11 Dexterity check. Failure indicates losing footing in the debris and trash and falling prone. This grants the occupant of area 24 a DC 13 Wisdom (Perception) check to hear the disturbance and become alert. There is a 50% chance he comes to investigate in 1d3 rounds.

## AREA 24 – LARGE ROOM

*This large room reeks of animal waste intermixed with a foul body odor. The floor is fitted flagstones and mostly clear. Four equidistant, stone pillars, with a fifth in the center, support the ceiling, although it still sags in places. In the northeast corner of the room is a pile of furs and other fabrics. Nearby rests a battered, wooden chest, its lid closed.*



Lubash, an **ogre**, has been lured here and into service by baubles and the promise of fresh humanoid meat. He immediately attacks intruders who do not wear the symbol of the new Master (the yellow eye of fire; see player handout 4). Those properly clad must still make the secret sign (crossed arms before the face) to prevent the ogre's attack. Lubash waits for a moment or two, expecting the signal. He wields a massive, double-headed greataxe (+6 to hit, 17 [2d12 + 4] slashing damage) with a battered and notched set of blades. He fights to the death, simply not knowing any better.

There is a secret door in the southeast corner of the room. It can be located with a successful DC 17 Wisdom (Perception) check. Once a nearby pressure plate is stepped on, the door's catch is released, although now it needs to be pushed inward to reveal a concealed 10-foot-square passage/chamber. This is the landing for the secret stairs from area 7 in the upper ruins. There is another secret door on the east wall that can be located with a successful DC 15 Wisdom (Perception) check. This door is unlocked by pulling down two torch sconces simultaneously.

**Treasure.** The ogre has a heap of old clothing and skins

for a bed and a large, unlocked, wooden chest for his treasures. Inside is a mess of worthless glass beads, brass candlesticks (also worthless), and other trash, along with 823 cp, 46 sp, and 3 gp. However, by some trick of fate, a *cloak of elvenkind* is intermixed with the old carpeting and rags of his bedding. Unless a *detect magic* spell is used, it requires a successful DC 15 Intelligence (Investigation) check to distinguish this soiled cloak from the other worthless bits of clothing.

**Developments.** Lubash enjoys the flesh of humanoids and hopes to devour the slain at the first opportunity, tossing wounded and prisoners into room 25 for safe-keeping. He pursues fleeing characters, but only as far as the stairs (area 18) to the upper ruins.

## AREA 25 – OAK DOOR

**DM Note:** This portal is heavily barred on the outside, for this is the grisly pantry of Lubash the ogre. It can be easily opened from area 24.

*The floor of this 20-foot-square chamber is covered with damp straw. Three humanoids—two humans and a scrawny gnome—cower in their squalid cell as the door opens.*

The chamber currently houses a pair of human **commoners** who have undergone only mild torture (each one currently has only 2 hit points) plus the badly beaten **Knarfallan, gnome rogue** (or just Knarf; see appendix B for full stats, but he currently has only 3 hit points) upon whom Lubash intended to soon dine. The tough and bony gnome will make a mere snack but will be a nice palate change, nonetheless. There is nothing else of interest in the chamber.

**Developments.** If rescued, the humans, Creg and Jai, admit to being merchants and ask to be freed. The gnome was caught spying on the Ruined Moathouse by the gnolls in area 29, and he, too, begs to be freed. Both merchants promise large rewards for their release, vowing to send the monies to Hommlet as soon as they return to their homes in Dyvers. Four weeks after their release, a passing caravan will deliver 100 sp per merchant to the rescuers.

The gnome gives a plain, iron ring to the character who first agrees to release him. This ring is recognized 70% of the time by gnomes within 100 miles of the area as a sign that the bearer is an ally. The bearer of this ring has advantage on all skill checks during social interactions with gnomes.

**Awarding Experience.** If the merchants are rescued and released, divide 25 XP for each prisoner between the characters. Divide 50 XP among the characters if they release Knarf. Double these awards if the prisoners are escorted back to Hommlet.

## AREA 26 – UNDETECTED TRAP

Concealed in the ceiling is a huge, iron grate that could fall from above at this point in the corridor. The underside is even with the tunnel ceiling located 15 feet above, and it's painted a grayish brown to blend with the stone. It requires a successful DC 18 Wisdom (Perception) check to locate, but only if the ceiling is investigated.

**Developments.** The trap's two triggers are false doors, described as area 28, but located separately.

## AREA 26A – SECRET DOOR

As indicated on the map, there is a secret door along the north wall just east of where the metal grate might fall. This door can be found with a successful DC 20 Wisdom (Perception) check. Once the trigger—a cun-

ningly concealed stone knob—is found, it can be twisted counterclockwise to release the door catch. The door then pivots on a central pole. Beyond the door is an L-shaped corridor that leads to a winch, which is used to haul the grate back up. The lowered grate is very heavy and requires a successful DC 20 Strength (Athletics) check to raise, although a character can use the Help action to grant advantage to another character making the roll.

## AREA 27 – RECRUITS

*This oddly shaped chamber is about 40 feet wide and of similar depth. Several crumpled bedrolls are haphazardly scattered about a metal brazier full of glowing embers. Several blackened haunches of meat lay directly on the coals, the source of a tangy scent in the air.*

This is the lair of six **bugbears**, who have recently been recruited by the new Master (see area 35). Recent arrivals, they know that the Master is quartered somewhere to the south. They enjoy going on patrol, but they are unsure of their exact task so are likely to attack first and ask questions later.

If any lights are used in the chamber to the south, these creatures sneak forth quietly (Stealth +6) to investigate and attempt to ambush any interlopers. These brutes do not have javelins, so they seek to engage in melee as soon as possible. They fight to the death.

The brazier of glowing embers emits dim light in this chamber.

**Treasure.** Each bugbear has 12 gp. The leader wears a bracelet, which is actually a silver necklace (450 gp) set with five chrysoprase gems (four small, worth 50 gp each, and one of larger size worth 100 gp).

## AREA 28 – DOOR

Each of these portals is a fake and can be easily opened. When pulled open, a bare, stone wall is revealed behind. At the same time, a distant clangor echoes through the lower halls. This is the grate falling in area 26. The DM should immediately make a wandering monster check.

## AREA 29 – ODD SIDE ROOM

*This oddly shaped chamber has several alcoves along the north and south walls. The floor is clear, and several unkempt bedrolls are scattered about. Several axes, shields, and bows are leaning against the opposite wall.*

Herein is the lair of nine **gnolls** from the nearby wilds recruited by the new Master (see area 35). Their leader is a brute with 35 hit points. There are only four bedrolls present, as the remaining five humanoids sleep in a tangle of soiled hammocks attached to the walls of the northern alcove, which is more like a 30-foot-long corridor that has gone unfinished. A few poorly crafted archery targets stuffed with rotting reeds are stored at the far end.

They wield battleaxes (+4 to hit, 6 [1d8 + 2] slashing damage, or 7 [1d10 + 2] slashing damage if wielded with two hands). These gnolls don't use shields (AC 13), as they prefer to use their battleaxes with two hands and employ longbows for ranged attacks. The gnolls attack intruders, fighting fiercely until half their numbers are cut down. At that point, they are 75% likely to stop and offer to parley. They are not satisfied with their lot and can be swayed to indifferent with a successful DC 13 Charisma (Persuasion) check. They have recently lost six members while raiding to the east and south of the ruins, are dissatisfied with their take of loot, and are irate about the greater status accorded the newly recruited bugbears (see area 27). These gnolls speak Gob-

lin, Ogre, and their own tongue, but not Common, which could be an interesting roleplaying opportunity.

**Treasure.** Each gnoll has 3d6 cp and 3d6 sp. The leader has 11 gp and a pretty lump of blue quartz (10 gp).

**Developments.** If offered 6 gp or more each (triple that amount for the leader), they gladly abandon their current station. If double this fee is offered and paid, they become friendly, actually lead the characters to the passage toward the new Master's room, and divulge information on the number of human guards. The gnolls then proceed east to the exit and never return.

## AREA 30 – POOL

*A short flight of stone steps, slick with condensation, leads to this sunken chamber, perhaps 30 feet on a side. The room is dominated by a pool of water nearly 20 feet in diameter. A wet ledge surrounds the pool's placid surface. Along the southern wall, the ledge is strewn with bleached bones.*

When the Dungeons were dug, this natural pool of water was found. As it is considerably below floor level, the area was dug lower, and the entrance to the pool enlarged. Some connection to an underground stream



must exist, for some time ago, a **giant crayfish** (see appendix C) took the pool as its own. It now disputes with any creatures entering, hoping to make a meal in the bargain. The guards from area 33 hold it at bay by prodding it with polearms while they dispose of bodies no longer of use.

When the characters enter, the creature hides near the bottom of the pool (approximately 20 feet deep in the center). Although the water clarity is excellent, the lack of light and the crayfish's natural coloration grant advantage to its Stealth check. If a creature approaches a ledge, it attempts to attack with surprise. If it grapples a target, it retreats underwater to consume its meal (once it stops thrashing about). If reduced to 9 hit points or fewer, the crayfish retreats to a very deep central section of the pool and does not return for 24 or more hours.

**Treasure.** The monster has been fairly successful, and there are bones and litter in and around the pool. Near the back (northwest) edge of the pool are 17 cp, 30 sp, 19 gp, and a normal longsword. In the water on a ledge is a platinum pin set with a smallish ruby (2,000 gp) and a bone tube. Each can be discovered with separate successful DC 15 Wisdom (Perception) checks if the water is searched. The pin is under a skull, and the tube rests under some bones. Unless searchers use their hands, either or both treasures may (50% chance for each) slip off the ledge and be lost below, unless grabbed with a successful DC 14 Dexterity check. The tube is watertight but does not float. It contains *spell scrolls of fly, push* (see appendix D), and *stinking cloud*.

## AREA 31 – BURIAL CRYPTS

*The corridor ends at a vaulted chamber that widens to 20 feet across. The far end opens up to create a T-shaped chamber. Lining the walls are burial niches, apparently unused as none of them appear to be sealed.*

The builders of the Dungeon planned for a long tenancy, although their expectations were not met. This chamber was designed to provide access to numerous crypts (22 in total, as depicted on the map). Most of the niches are empty, but a few contain splintered coffins, wrappings, and gnawed and split bones (a sure sign that all is not safe here).

Squatting in the south end of the room are four **ghouls**, who attack as soon as they see intruders. These creatures

get corpses to eat from the new Master, and occasionally prey on those not yet dead (from area 22), enjoying some “sport” before dining. If turned, they retreat into unused crypts. They have no treasure in this chamber.

There are two crypts of note. The single crypt on the east wall in the northern part of the room has a secret door. It is partially open, so it can be easily discovered with a successful DC 10 Wisdom (Perception) check. Beyond is a cramped, 5-foot-high-and-wide passage that leads to the secret door in the pillar in area 22. The western crypt on the southern wall has a broken-out back wall, which leads to a foul, damp corridor traveling due south for about 30 feet. This corridor leads to area 31A.

**A. Ghoul Den.** The back of one of the southern crypts is collapsed, leading to an earthen tunnel, which is foul and damp. The 5-foot-high tunnel leads to a noisome den, about 35 feet in diameter, with several natural columns formed when stalactites melded with stalagmites from mineral-laden water seepage. In the middle of these natural formations is the ghouls' nest.

**Treasure.** Their treasure is scattered in the mess: 800 sp, seven vials of holy water, a *potion of mass undead control* (see appendix D), and a *scroll of protection* (undead).

In the west wall is another rough earthen passage about 4 to 5 feet high. A trail of gold pieces (1d4 per 10 feet of tunnel) begins at area 31B, leading generally westward.

**B. Warrens.** A warren of small burrows (3 feet in diameter and smaller) starts here. Medium-sized creatures need to crawl through these twisting passages. After about 30 feet of travel, the trail of gold ends. These passages are very confusing. If the characters follow the tunnels off the mapped portion, allow them to proceed another 100 feet, and then tell them they are lost. It requires a successful DC 15 Wisdom (Survival) check to find a route back out. Each failure results in being lost for 1 hour.

**Development.** Wandering monsters encountered here are giant rats or strange noises only.

## AREA 32 – PASSAGE

The corridor here begins to gradually slant upwards, which can be discerned by a character with the Stonecunning trait. A slight breeze of fresh air can be felt after traveling 100 feet beyond the edge of the map. After

another 300 feet of travel, the tunnel ends in a narrow opening amidst rocks, thick briars, and brambles. This is an exit from the Dungeons.

## AREA 33 – ROOM AND CORRIDOR

**DM Note:** At each position marked “X” on the map stands a NE male human **guard**, garbed all in black with gold eyes of fire embroidered upon his tunic and cloak (see player handout 4). These six are the alert and fearless guards of the new Master (see area 35). Their NE male human **sergeant** (see appendix B) is usually in area 33, but he patrols the whole area regularly. Unless the characters are using Stealth, the three guards in the corridor are ready to attack with loaded light crossbows if the door from area 32 is opened.

These guards are wearing scale mail and have shields slung over their backs. When wielding light crossbows (+3 to hit, range 80/320 ft., 5 [1d8 + 1] piercing damage), they are AC 15. When they switch to longswords (+3 to hit, 5 [1d8 + 1] slashing damage, or 6 [1d10 + 1] slashing damage if used with two hands), they spend an action to retrieve their shields (AC 17).

*Upon opening the door, you are greeted by a loaded crossbow aimed at your torso. The wielder is a human male, wearing a black tunic bearing the symbol of a blazing eye in yellow. Behind him is a long corridor and several more guards, also armed with crossbows.*

The three guards in the long corridor try to fall back to area 33 and continue to use ranged attacks. When melee is unavoidable, each quickly drops his crossbow and draws a longsword. They attempt to block passage further down the corridor, aware that reinforcements are on the way. When attacked, a guard sends up a low hooting sound while engaging. This brings the others from area 33, plus eventually (after 6 rounds) one of the **sergeants** and all six spear-wielding **guards** from area 34.

**Treasure.** Each guard has 2d4 sp, 1d4 + 1 gp, and 1d4 pp. The sergeant has double those amounts of coin and wears a gold chain of office around his neck (50 gp).

**Developments.** If half the guards or the sergeant are defeated, the remaining ones all start howling. This brings the rest of their fellows from area 34 and the Master, as well. These reinforcements take 1d2 + 3 rounds to ready themselves, and then 1 round to move to area 33 and the northern part of the corridor.

## AREA 34 – BARRACKS CHAMBER

**DM Note:** Quartered here are 12 NE human **guards** and two human NE **sergeants** (see appendix B), all armed and armored as those in area 33, except that six guards bear spears instead of crossbows. These six and their sergeant are the reinforcements arriving in area 33 if fighting occurs there. The new Master’s **lieutenant** (see appendix B), a NE male human warrior, is also here. He always stays near his liege lord and will accompany him wherever he goes.

*This 30-foot-square chamber appears to be a barracks. At least a dozen sleeping pallets line the north and west walls. Empty weapon racks line these walls. Flickering illumination is provided by several lit torches.*

Most likely, the characters encounter the guards and leaders posted here in a skirmish in area 33. Consult that area for tactics. There are 15 sleeping pallets all lined with fresh rushes for comfort. All the guards keep personal wealth with them at all times.

In the 20-foot-by-40-foot room to the southwest are supplies for the guards. Several crates hold salted meat, hard biscuits, dried fruit, and so forth. Several casks hold watered-down wine and fresh water. There are also mounds of fresh rushes and grass for bedding and for two **warhorses** stabled at the south end of the place. Saddles, tack, and a lance are nearby.

**Treasure.** Each guard carries 2d4 sp, 1d4 + 1 gp, and 1d4 pp. Each sergeant carries double the coins and wears a gold chain (50 gp) around his neck. The lieutenant has 29 gems in his purse, each worth 100 gp (three amethysts, eight pieces of fine coral, nine red garnets, six pearls, and three tourmalines), and wears a platinum chain of office (1,000 gp) in which a topaz (500 gp) is prominently set.

## AREA 35 – CHAMBER OF THE NEW MASTER

*This chamber is lavishly furnished with thick rugs, wall hangings, soft chairs, a couch, and cushions. Wines, liquors, and dishes of sweetmeats abound. A brazier continually burns, warming the place and sending a fragrant incense into the air.*

The brazier emits dim light in this chamber.

The new Master, **Lareth the Beautiful** (see appendix B), resides in this chamber. An evil priest, he is the dark



hope of chaotic evil; he is young, handsome, well-endowed in abilities and aptitudes, thoroughly wicked, depraved, and capricious. Whomever harms Lareth had best not brag of it in the presence of one who will inform the Demoness Lolth!

Lareth has been sent to this area to rebuild a force of men and nonhuman fighters to gather loot and restore the Temple of Elemental Evil to its former glory. He is but one of many so charged, of course, but is looked upon with special favor and expectation. He and his minions have been careful to raid far from this area, never nearer than three or four leagues, traveling on foot or riding in wagons of the traders from Hommlet. None of the victims are ever left alive to tell the tale, and mysterious disappearances are all that can be remarked upon. No trace of men, mounts, goods, wagons, or draft animals is ever found.

Evil to the core, Lareth is cunning. If a situation appears in doubt, he uses bribery and honeyed words to sway the balance to his favor. He is tasked with gaining new recruits of all sorts, and gladly accepts adventurers into the ranks (though he will test and try them continually). Those who arouse suspicion will be quietly murdered in their sleep. Those with too much promise will

be likewise dealt with, for Lareth wants no potential usurpers or threats to his domination.

Lareth aids his guards' melee with his spells, keeping a defensive posture while commanding his troops' attacks. Before rushing to their aid, he uses defensive spells as appropriate, such as *sanctuary* or *protection from energy*. He uses *hold person* on an obvious fighter-type and *silence* to nullify a potential enemy spellcaster. He follows that up with *blindness/deafness* or *bestow curse* depending on the circumstances. He reserves at least one slot for *cure wounds*. After using his spells, he gladly wades into melee as an accomplished dual wielder. He wields a mace in his left (off) hand and a *staff of striking* in his right.

**Treasure.** Lareth carries but 9 pp and one black opal (1,000 gp). On his left hand is a *ring of free action* which grants him uninhibited movement through difficult terrain, immunity to speed reduction, and immunity to becoming paralyzed or restrained from magic effects. His enchanted plate armor is black and sports the elemental symbol of a burning eye (see player handout 4).

His chamber contains several valuable objects. Silver serving pieces and goblets (total value 4,000 gp) and an alabaster box filled with unguents (total value 800 gp) are in plain sight. Hidden in a cabinet is an exquisite piece of jewelry made with 10 matched fire opals (1,000 gp each) on a gold chain and settings with diamond chips (5,000 gp).

**Developments.** If seriously threatened, Lareth will offer all his nonmagical treasures, jewelry, and coins as ransom for his life. If Lareth is slain, there will be cautious and discreet inquiries in Hommlet, as the servants of Evil therein make every attempt to find out what happened. If any of Lareth's possessions turn up, the slayers are revealed. An evil human **assassin** comes to the village in 5d4 days to eliminate the offender(s). The DM is encouraged to handle this as she sees fit. Jaroo and Terjon of Hommlet certainly aid those attacked, especially if the assassin is too powerful a challenge for the neophyte adventurers. Alternatively, the DM can replace the assassin with a **spy** with the Assassinate trait (*MM*, p. 343) for a more balanced encounter. If the assassin is killed, nothing further is attempted.

## CHAPTER SIX

# Wandering and Wilderness Encounters

### INTERLUDE: HOMMLET TO NULB

**DM Note:** Adjust the following to reflect the players' actions in Hommlet.

*The pleasant and seemingly peaceful village of Hommlet turned out to be filled with intrigue, with agents of Chaotic Evil hiding within the hamlet. The supposedly deserted and ruined Moathouse nearby held a new champion of the nearby Temple of Elemental Evil. All of this brought danger and difficulty to the members of your group, but it also offered adventure, experience, and wealth.*

*You have either slain or driven off the evil men and creatures, and the able guardians of Hommlet—Jaroos, Terjons, Elmos, and the rest of the sturdy militiamen—can surely see to it that their area remains clean of the taint of Evil hereafter. Having accomplished most of your goals, you must now look elsewhere for yet greater challenges (and commensurate rewards). If agents of the Temple were still active in Hommlet, then there must certainly be work for you at that fountainhead of wickedness.*

*Just about a two days' journey afoot, east along the High Road, lies the disreputable community of Nulb, and the Temple hidden in the hills nearby. This vile place spawned much suffering, ruin, and death before the hosts of Good brought it low and bound its power. It is evident that the place was wounded but not slain, for dark things crept into Hommlet under direction of someone or something still lurking in the shunned edifice of Evil.*

*The Upper Works of the Temple were thrown down and destroyed in the final siege of the war against its hordes. Because of its great power and evil, however, the conquerors did not actually raze the Temple proper, instead sealing its great doors and placing mighty wards of all sorts upon the place and the black labyrinth beneath. Even as great a force as overthrew the Temple could not cleanly deal with what lurked below.*

*Since that great battle, the Temple area has been shunned, its ruins deserted. The nearby village of Nulb has returned*

*to a semblance of normal activity—questionable at best, for the place has always been rumored to house thieves, brigands, smugglers, and pirates. But as Nulb stinks of garbage and filth, the Temple area reeks of the foul corruption and pervading Evil from whence it was spawned. No wonder that both places have again been left to their own devices.*

*When the Temple of Elemental Evil flourished, earthquakes, storms of all sorts, great fires, and flash floods struck areas nearby with seeming capriciousness. All that ceased when the Temple was assaulted and sealed. You have been advised of all this and urged to go elsewhere to seek your fame and fortunes. The unease which prevails upon those merely passing near the ruins shows that some wickedness still haunts the place. There are many evil folk in Nulb, and still greater perils amidst the fallen Temple.*

*Yet the lure of such adventure beckons to you, drawing your party as surely as a lodestone draws iron. Warnings against loss of life—or even worse fates—cannot counter the irresistible pull of treasures secreted deep underground, of monsters still unbeaten, of mysteries to be unraveled. There are whispers of occult places beneath the interdicted Temple, where mighty Evil is yet wrought and noble folk are imprisoned. With care and cunning, luck and great deeds, caution mixed with boldness and daring, you and your associates can win through to achieve exploits of the stuff of legend! The journey of a hundred leagues begins with the initial pace, and the time for your sojourn has come.*

*How you and your fellow adventurers plan to overcome the perils of the Temple is a matter that you must decide for yourselves. Is it best to reconnoiter from Hommlet? Base your activities from the village of Nulb? Try to make a secure wilderness camp somewhere near the ruin? Or perhaps lodge somewhere within the foreboding Temple itself? The decision is now. It is certain that both vast treasure and horrible death await, so you must gain the one while cheating the other. Fortune and the gods must smile upon such an undertaking.*

## PLAYERS' HISTORICAL NOTES

**DM Note:** The following is a summary of information assumed to have been obtained from various sources in the village of Hommlet. Most or all of it should have been revealed to players at this time. The Dungeon Master should review it first, however, deleting such passages that are incorrect in the campaign, and others that may (in the DM's opinion) be too revealing as yet. It can be presented as a read-aloud section, or just summarized information as the DM sees fit:

*For many years, a cult of Chaotic Evil flourished somewhere on the shores of the Nyr Dyv. Although the location of their Temple is lost, these facts regarding it and its followers are known.*

*The cult was based on the premise that the elemental forces of the universe are Chaotic and opposed to mankind, and, thus, are (from a humancentric viewpoint) Evil. The Temple of the cult sought to destroy all works of Good and to disrupt order. Its members were thieves, assassins, brigands, and the like. Fire was regarded as the first elemental evil, and its penchant for Chaos fitted the premise of the cult. Water was likewise worshiped as an even more powerful force of Chaotic Evil, in the form of floods, storms, and raging seas beating upon the land and ocean vessels. The epitome of Chaotic Evil, however, was regarded as a combination of air and earth, represented by blackness and corresponding with the demonic Abyss. This combination was regarded as a complete negation of matter.*

*The cult grew powerful and rich, attracting followers of the worst sort and offering them safety within the walls of the Temple stronghold. From this fortress would the followers ride to rob, pillage, and lay waste the lands about, tithing the cult from the spoils of the carnage. Captives from those raids were brought back to the Temple to serve as human sacrifices (children to the fire, men to the water, and women to the blackest Evil) or to slave away their lives in bondage. Besides the extensive Upper Works of the Temple, a deep labyrinth beneath the place was constructed, but virtually nothing is known about these dungeons except that they were inhabited by a plethora of creatures serving Chaos and Evil. It is rumored that a demon took up abode in the deepest level, to better receive the sacrifices to it.*

*Eventually the neighbors of the Temple grew tired of these depredations. All Good, both Lawful and Chaotic, banded together to form a mighty host. Their army marched to*

*the Temple, fighting two battles along the way. The first was conclusive, thought the forces of Good who held the field afterward, so they gained the reputation of victory, and their ranks swelled with local men. The second battle saw a great slaughter of kobolds, goblins, orcs, hobgoblins, evil men, and the like. The Temple was thereafter besieged, fell, and its inhabitants put to the sword. It is reported by some sources that the Temple and its precincts resisted complete destruction, but the majority state that the whole was razed so that the cult could never emerge again nor could any find where it once flourished.*

## NOTES FOR THE DUNGEON MASTER

The dungeons of the Temple of Elemental Evil are extensive. It is quite likely that many long game sessions must be conducted before your players have exhausted its possibilities. You will, therefore, become not only intimately familiar with the Temple but will also come to know the Village of Nulb as if it were your own. In fact, the place is only briefly detailed so that you can, in effect, make it so.

This adventure began in the Village of Hommlet, roughly 30 miles west and south of the edge of the Nulb area map. Consult the Overland Map (map 10) for a view of the region surrounding both villages.

The players might wish to base their characters in Hommlet and ride to the Temple for adventures. This exposes them to more random wilderness dangers, but it does give them a more friendly home base than otherwise, in all likelihood. If they inquire or search for themselves, they find that the only ford of the Imeryds Run is at Nulb, the next nearest being six leagues upstream. This chapter has a key to the Overland Map's fixed encounter locations and random encounter tables to be used for such journeys.

If characters base themselves in Nulb, they can stay at the hostel, or may attempt to buy a deserted structure somewhere else in the place. It's the DM's option as to location and description, but the cost should be about  $(1d4 + 4) \times 100$  gp for the land and building, with an initial asking price of at least double. A slow, hard bargaining session, requiring at least a few successful DC 15 Charisma (Persuasion) checks if the players don't roleplay the interaction, is required to get the price down from the initial range. All repairs and safety measures must be accomplished by the characters, of course.

A party based in Nulb will certainly attract attention if they are obviously of good alignment or well-heeled. A few successful raids on the Temple draw prowling night monsters to the party—with some offensive aid from the inhabitants of Nulb. Consult Table 5 below for suitable encounters. A great load of booty brought to Nulb by a weakened party is an open invitation to every pirate, brigand, and town militiaman to band together and overwhelm the strangers to get the treasure! In any event, if there is continuing action in the village, the DM might want to expand on the material presented and prepare more maps of the important locations (and possibly some of its main buildings), following the examples found in Hommlet.

As with the village, the Temple is reasonably well-organized. While there is no particular rivalry in the village, the citizens are Chaotic and Neutral Evil by and large, so concerted action is limited in scope (i.e., numbers and time). Nulbish folk make fast raids but are not prone to become involved in protracted plans and long sieges; they have other preferences. The Temple suffers from the same attitude, and it has its rivalries as well.

As with any adventure, be certain to read and familiarize yourself with all the material thoroughly before you start this portion of the campaign. Adjust details to suit your own concept of a fantasy milieu; personalize things for your group; add things to make the work a more complete setting for the action to come—and have at it! It is a certainty that the adventures cause changes; just accept them as they come, and amend accordingly.

## FURTHER DEVELOPMENT

Though characters who start their careers in Hommlet should, after finishing with the place, be able to take on the villains of Nulb and the Temple, not all adventurers are lucky. Some characters will no doubt perish over the course of this adventure, and events do not always proceed as planned. As Dungeon Master, you should gauge the progress of the players and characters alike. If they need more seasoning before continuing to the greater challenges, you may—and should—design and develop other adventures in the area. The details of such “side jaunts” are left entirely to you, but for this conversion of the adventure, several are presented later in this chapter. The myriad details of your campaign and personal preferences will suggest some natural outgrowths, as will the actions of the characters, if well played. Here-

after are a few brief ideas for your own development as needed or desired.

**Hommlet and Nulb.** If you expand the latter village in the manner given for the former, many natural developments will suggest themselves. New arrivals of typical townsfolk should be fairly common, and NPC adventurers will arrive with regularity. Some of the latter may be of interest or use, available as hirelings or mercenaries. Some will have their own ideas for adventure and may assemble a rival party which the characters may encounter now and again in their explorations. And, of course, few are what they seem, and some may be quite powerful.

Think of the day-to-day life in these small villages and imagine the needs of the local folk. A new mill or winery would not find much welcome, as these are already represented in Hommlet. But a new blacksmith might provide a convenient excuse, in drawing off business, for Elmo and/or Otis to become a bit more active in their secret tasks. A new butcher, candlemaker, dairyman, fisherman, glassblower, hunter, milliner, and/or potter might arrive and prosper in either village, perhaps bringing news, hidden professional skills, or other developments to the campaign.

If some minor but nevertheless entertaining foray would provide a means for low-level characters to gain those extra few experience points needed to gain a level, design an interlude accordingly. It need not fit any greater campaign purpose, but it should be logical to the setting.

As the local situation changes with the activity (or lack of activity) of the characters, any number of noteworthy events might occur. The factions of the Temple, being chaotic and not well organized as yet, may decide on a brief and probably premature foray into the countryside. Some individual might arrive to replace Lareth the Beautiful (the evil priest stationed at the Ruined Moathouse, assuming that characters end his promising career). And as a greater challenge, evil elemental forces could be sent forth from the dungeons to test the speed and severity of the reactions of the forces of Good—a small and simple probe in the broader tactics of Zuggtmoy, Iuz, and the rest. The King of Furyondy, one of the greater powers concerned with and carefully watching the activity in this area, might send reinforcements in response. The druidical leaders might counter with their own elemental powers and other forces of nature. Large-scale escalation is unlikely at this point in

the Temple's recovery, but the appearances and effects of such developments might seem otherwise...

## LOCATIONS OF THE REGION

These locations are depicted on map 10.

**Kron Hills.** Nearly 20,000 rock gnomes live in this hilly region area. This is known to most of those nearby, as the gnomes were instrumental in driving the humanoid hordes from the Lortmil Mountains adjacent to the southwest as well as playing a crucial role in the overthrow of the Temple a decade ago. The enclaves and territories of the gnomes should not be invaded, but other caves and ruins aplenty lie scattered in the region. This is a natural setting for some other small dungeon of your own design, which can be tailored to challenge the party's resources while remaining within their capabilities.

**Gneiss Vale.** This is one of the more prominent rock gnome settlements. Roughly 700 of them reside in a well-defended vale with but one entrance. The walls of the vale are adorned with caverns leading to mines, workshops, and living quarters. The interior of the vale has stone buildings to refine ore and perform animal husbandry. The community is well known for their mountain goat cheese, honey ale, and an abundance of skilled tinkerers. The latter are proficient in clockwork construction, favoring toys and useful everyday gadgets. A near steady stream of merchant caravans comes and goes from the Vale, bringing these devices to markets as far away as the City of Greyhawk.

Gneiss Vale sent a contingent of footmen to fight in the Battle at Emridy Meadows 10 years ago. Nearly 100 rock gnomes from Gneiss Vale did not return, but the community proudly wears this as a badge of honor. A gneiss statue erected in the village center commemorates these deeds. Today, Gneiss Vale can field a force of 150 footmen wearing chain shirts, carrying small metal shields, and wielding war picks and shortswords.

**Velverdyva River.** The natural flow of the river is eastward from the lower Yatil Mountains and the Clatspur Range, southward through Veluna, past Verbobonc, and continuing through the Gnarley Forest into the great Nyr Dyv, the Lake of Unknown Depths. One of its sources is in the far northern Burneal Forest, in the land of Blackmoor itself! The Imeryds Run is a sluggish, turbid tributary that flows from the Gnarley Forest, quite close to Nulb, before winding its way to the Velverdyva.

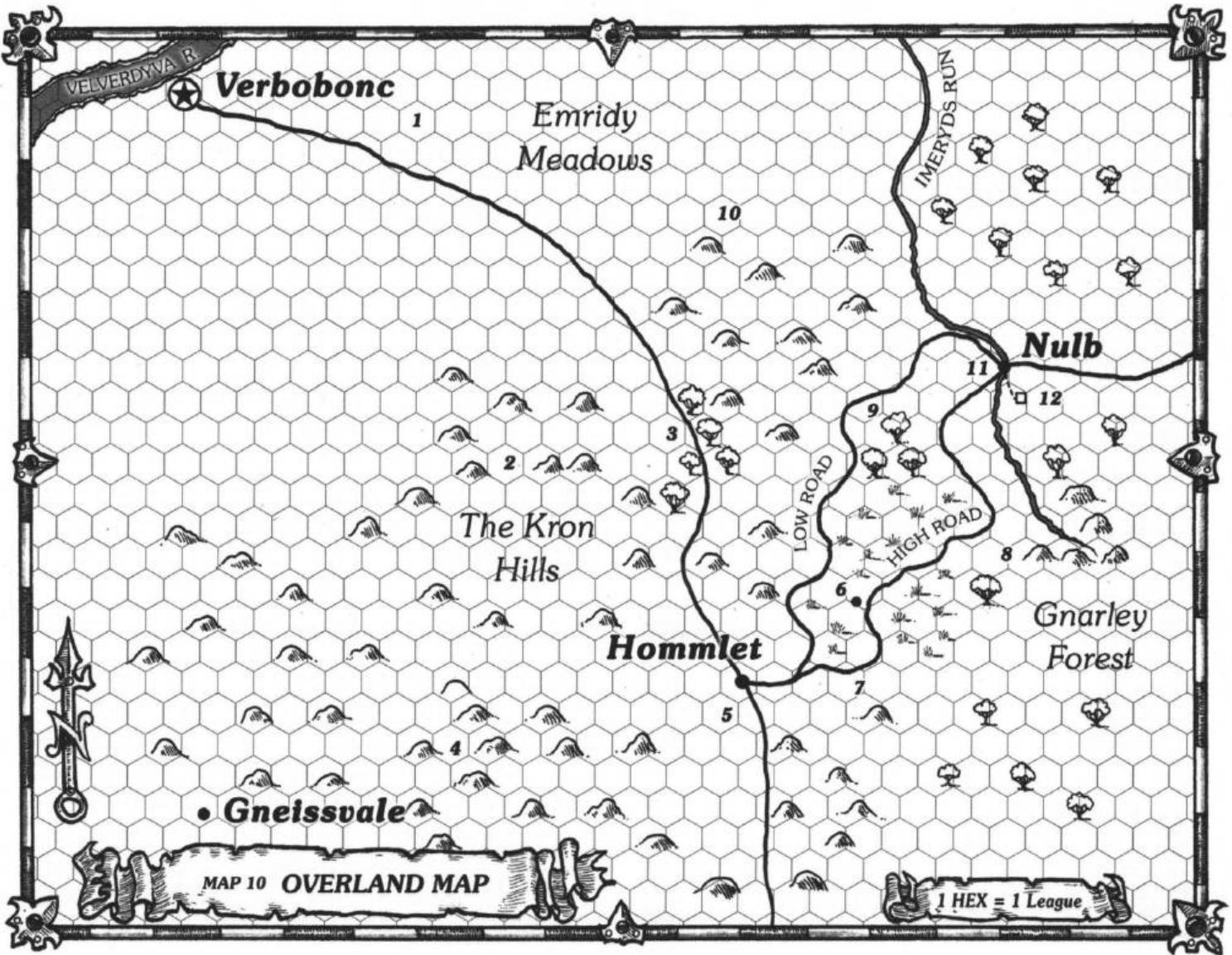
And where the water flows, creatures follow. A simple boating jaunt, either upstream or down, can encounter river pirates and sundry random aquatic encounters (freshwater only, of course). Neophyte adventurers should be discouraged from such endeavors to some extent, but those more seasoned might perhaps find other arms of the powers of Chaos and Evil lurking in the waters nearby. And who knows what things—or even kingdoms—lurk in the depths.

**Verbobonc.** The obvious source of new adventurers to replace those lost, this city also offers more and better equipment, a greater scope of information, and so forth. The spies of the rising Temple are here also and will follow those who seem to be on their mistress's trail. As this is a city of 11,600 and the capital of the Viscounty (total pop. 35,000), considerable design time is required for full details. Small portions—the palace of Viscount Wilfrick, City Hall, and the mayor's residence, guild halls, strongholds of the nearby gnomes and elves, etc.—may suffice, if accompanied by general street descriptions and a broad selection of random encounters.

**Gnarley Forest.** This deep wood stretches from the City of Greyhawk to the Kron Hills. Although it is mostly flat, there are some hilly areas along the western border. It is a temperate hardwood forest, full of oak, maple, and birch trees, with a well-developed understory. The oak trees grow especially massive and typically sport twisted, gnarled trunks, likely the origin of the forest's name. It is abundant with deer, bears, smaller mammals, and a wide variety of birds, including owls, hawks, and ravens. The dark boughs of the wood are also stalked by larger beasts.

Humanoids are common in the forest, thanks to its proximity to the Wild Coast. Bugbears, gnolls, and ogres are all common, but the dominant humanoids are orcs, especially in the eastern borders. Although several nations lay claim to parts of the forest (including Furyondy, Celene, and the aforementioned Wild Coast), it is really an untamed wilderness scouted by a few score rangers and allied druids. The elves of the Faerie Nation of Celene are perhaps the forest's most diligent protectors, limiting lumbering efforts and overhunting.

The upper northwest corner of the wood is noticeably forlorn and corrupted with a sinister malaise. This is the influence of the Temple of Elemental Evil and the nearby village of Nulb.



**Imeryds Run.** This is a sluggish arm of the great Velverdyva River. Bargefolk and pirates ply this waterway from the larger river to the seedy port of Nulb. Passage south requires active rowing, often performed by scripted laborers or worse: slaves!

**Emridy Meadows.** These open fields, to the south and east of Verbbonc and south of the Velverdyva River, are gently rolling, open lands. In these meadows 10 years ago, the main offensive in the war against Elemental Evil took place here, which soaked up the blood from evil humanoids and good folk alike. Travelers on the road to the capital city often claim sightings of ghostly contingents of footmen or hear the telltale thunder of an unseen cavalry charge. A few locations here still reek of evil and despair.

**The Low Road.** The Low Road is frequently used by travelers from Hommlet to Nulb and vice versa. Situated to the east of Hommlet, the road meanders through

valleys of the Kron Hills, in the shadow of the great Gnarley Forest. It avoids the dark wood entirely and is considered the safest route, although not the fastest.

**DM Note:** When rolling for wandering monsters along the Low Road, use the Table 2, but add 1 to the result ( $1d6 + 1$ ) to determine what is encountered.

**The High Road.** The High Road starts off as an unused trace road to the east of the Hommlet. It eventually turns north, passing through a sinking, bog-like fen before passing the Ruined Moathouse. It then turns east and enters the Gnarley Forest. Although a faster route than the Low Road, the passage through the dark wood is fraught with peril.

**DM Note:** When rolling for wandering monsters along the High Road, use Table 2, but add 2 to the result ( $1d6 + 2$ ) to determine what is encountered.

## WANDERING MONSTERS

There are several encounter tables presented, depending on the terrain the characters are traveling through.

### TABLE 1: MARSH/FEN

Use this table to generate wandering monsters in any marsh/swamp area, such as the immediate area around the Ruined Moathouse. Encounters have a 1 in 8 chance of occurring each hour. Roll 1d8 and consult the table for the appropriate encounter.

D8	Encounter	# App	XP	Source	Notes
1	Kobolds	2d6 + 2	25	MM, p. 195	
2	Black bear	1	100	MM, p. 318	See description
3	Giant frogs	1d6 + 1	50	MM, p. 325	
4	Giant weasels	1d3 + 1	25	MM, p. 329	
5	Stirges	3d4 + 1	25	MM, p. 284	
6	Will-o'-wisp	1	450	MM, p. 301	
7	Giant leeches	1d6	50	Appendix C	
8	Ghouls	1d4 + 1	200	MM, p. 148	

### TABLE 2: OPEN ROAD

Use this table to generate wandering monsters as the characters travel along any of the depicted roads. Encounters have a 1 in 12 chance of occurring each hour. Roll 1d6 (adding 1 or 2 to the die roll, respectively, if on the Low Road or the High Road) and consult the table for the appropriate encounter.

D6	Encounter	# App	XP	Source	Notes
1	Caravan	Varies	Varies	Varies	See description
2	Tinkerers	2	Varies	Varies	See description
3	Druid	1	450	MM, p. 346	
4	Pilgrims	9	Varies	Varies	See description
5	Bandits	2d4 + 1	25	MM, p. 343	See description
6	Cult messenger	1	450	MM, p. 345	As cult fanatic
7	Gnolls	1d4 + 2	100	MM, p. 163	
8	Griffon	1	450	MM, p. 174	

### TABLE 3: RIVER/WATERWAY

Use this table to generate wandering monsters while the characters travel along one of the riverbanks (Velverdyva River, Imeryds Run, etc.) or on a boat. Encounters have a 1 in 10 chance of occurring each hour. Roll 1d6 and consult the table for the appropriate encounter.

D6	Encounter	# App	XP	Source	Notes
1	Giant crayfish	1d4	450	Appendix C	
2	Giant gar	1	700	Appendix C	
3	Riverfolk barge	Varies	10	MM, p. 345	As commoners
4	Pirate barge	Varies	Varies	Varies	See description
5	Giant leeches	1d6	50	Appendix C	
6	Griffon	1	450	MM, p. 174	

### TABLE 4: GNARLEY FOREST

Use this table to generate wandering monsters in any forested area, such as the immediate area around Nulb, or other parts of the Gnarley Forest. Encounters have a 1 in 8 chance of occurring each hour. Roll 1d8 and consult the table for the appropriate encounter.

D8	Encounter	# App	XP	Source	Notes
1	Ankhegs	2	450	MM, p. 21	
2	Druid	1	450	MM, p. 346	
3	Harpies	3	200	MM, p. 181	
4	Lizardfolk	2d4	100	MM, p. 204	
5	Press gang	5	100	MM, p. 350	As thugs
6	Owlbear	1	700	MM, p. 249	See description
7	Boars	Varies	Varies	MM, p. 319	See description
8	Wolves	2d6	50	MM, p. 341	

## TABLE 5: TEMPLE AREA

Use this table to generate wandering monsters in the blighted area around the Temple of Elemental Evil. (Once the characters enter the hex containing the Temple, refer to chapter 8 for wandering monsters.) Encounters have a 1 in 6 chance of occurring each hour. Roll 1d8 and consult the table for the appropriate encounter.

D8	Encounter	# App	XP	Source	Notes
1	Bugbears	1d4 + 1	200	MM, p. 33	
2	Cockatrices	2	100	MM, p. 42	
3	Cult messenger	1	450	MM, p. 345	As cult fanatic
4	Gargoyle	1	450	MM, p. 140	
5	Chouls	1d4	200	MM, p. 148	
6	Swarms of ravens	1d3	50	MM, p. 339	See description
7	Gnolls	1d4 + 2	100	MM, p. 163	
8	Bandits	2d4	25	MM, p. 343	See description

## ANKHEGS

A pair of mated **ankhegs** hide underground in the area, seeking prey. If they detect vibrations, they burrow to the surface separately and appear on either side of their targets. They are practiced hunting together in this fashion and break ground almost simultaneously. At least one attacks with a ranged acid attack before they close in. Neither has anything of value.

## BANDITS

A small detachment of NE human **bandits** travels the road, returning from a semi-successful raid. All wear studded leather armor (AC 13). Two are armed with glaives (+2 to hit, 5 [1d10] slashing damage) and daggers (+3 to hit, range 20/60 ft., 3 [1d4 + 1] piercing damage), and the other three are armed with longswords (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands) and light crossbows (+3 to hit, range 80/320 ft., 5 [1d8 + 1] piercing damage). These latter three bandits wear scale mail (AC 15). If possible, the bandits try to keep the characters at a distance using the polearms while the others perforate them with bolts. There is a 20% chance a NE human **bandit leader** (see appendix B) is with this group.



**Treasure.** Each bandit has 1d12 sp, 1d8 gp, and 1d6 pp, and they also carry a wooden trunk that contains five bolts of fine silk (400 gp total), a sable fur (100 gp), and a silver service set crudely wrapped in an old cloak (cumbersome, but worth 200 gp).

## BLACK BEAR

There is a 20% chance this encounter is with Mobley, Jaroo's **black bear** companion (see area 24, chapter 4). Mobley is a gentle, inquisitive beast and merely saunters into the midst of the characters and sniffs about looking for something to eat, preferably sweet. After a few minutes, the bear disappears in the undergrowth. Mobley could also be used by the DM to come to the characters' aid if they are outmatched in another encounter, bursting onto the scene and tearing into the ranks of the characters' foes.

Otherwise, the encounter is with an enraged, wounded, female **black bear**. A recent foray by trappers into this bear's den resulted in the death of her cubs, but she escaped with two arrowheads lodged in her shoulder (she currently has 12 hit points). These arrowheads are noticeable to anyone within 10 feet that makes a successful DC 14 Wisdom (Perception) check. Normally docile unless provoked, the mother bear is now enraged and attacks any humanoids she encounters, fighting to the death. If the adventurers somehow calm her, remove the arrowheads, and heal her, the beast wanders off to rest. The DM should award the characters double the bear's normal XP amount in this case. If defeated instead, her pelt is worth 200 gp.

## BOARS

There is a 60% chance that this encounter is with a pack of 2d4 aggressive **boars**. Otherwise, it is an encounter with a single **giant boar**. Both types begin the encounter with Charges. Once bloodlust sets in, they fight to the death.

## BUGBEARS

A group of **bugbears**, somewhat haggard in appearance, are traveling to the Temple seeking work. Word has gotten out (courtesy of Kelno; see area 225 in chapter 10) that a Temple faction is accepting bugbears into the ranks and paying them well with loot and plentiful opportunities to mistreat prisoners. These fellows have traveled far and run afoul of wolves on the outskirts of

Nulb, and now only wish to reach the safety of the Temple. Although tired and hungry, they viciously defend themselves if accosted in any way, and they eagerly attack if the opportunity to seize valuables or food presents itself. They wear chain shirts and use shields (AC 17).

**Treasure.** Each bugbear carries 4d6 sp and 3d6 gp.

## CARAVAN

Caravan trains in the region are either led by human (60%), gnome (30%), or dwarf (10%) merchants (1d3 **commoners**). A caravan sticks to the roads and typically includes 1d4 covered wagons, each pulled by two **riding horses**, or in the case of gnome or dwarf merchants, 1d3 + 1 **ponies**. There is a 40% chance a caravan is escorted by 2d4 human or gnome **guards** wearing chain mail (AC 16) and carrying shortswords (+3 to hit, 4 [1d6 + 1] piercing damage) and longbows (+3 to hit, range 150/600 ft., 5 [1d8 + 1] piercing damage).

The wagons are full of trade goods. Roll 1d6 to determine the trade good transported and its value.

D6	Trade Goods	Value
1	Gnomish clockwork toys	1,500 gp
2	Exotic fruits and vegetables	500 gp
3	Dried fish	300 gp
4	Elven wine	800 gp
5	Weapons and armor	1,200 gp
6	Beer, mead, and ale	600 gp

**Developments.** If the caravan is human, there is a further 20% chance they are brigands in disguise. In this case, replace the guards with NE **bandits** and the merchants with NE **bandit leaders** (see appendix B). They hail travelers and invite them to share a meal together. After the wine and ale have flowed, the bandits turn on the characters and attempt to subdue and transport them to the Temple as sacrifices.

## COCKATRICES

A mated pair of **cockatrices** have nested near the Temple's Upper Works, liking the gloomy environs. They plan to stay here and if allowed to do so, their nest shall in time be filled with eggs. Near the nest is a shattered statue of a gnoll, only recognizable for what it is by characters making a successful DC 12 Investigation (Intelligence) check or a DC 14 Wisdom (Perception) check.

**Treasure.** Inside their nest, in addition to twigs and bones and scraps of leather and cloth, is a *belt of dwarvenkind*.

## CULT MESSENGER

A lone Temple messenger (a CE human female **cult fanatic**) is traveling from the Temple of Elemental Evil to Hommlet. Vayne typically runs messages back and forth from the Temple to agents of Evil in Hommlet and Nulb and vice versa. She normally interacts with Lareth in the Moathouse (see area 35, chapter 5), but she is aware that the traders in Hommlet (see area 13, chapter 4) also are agents. She often carries some portable trade goods to have an excuse to visit the traders at Hommlet to garner information.

**Treasure.** The messenger carries 28 sp and 14 gp, and she has three fine, red garnets (125 gp each) tucked inside her left boot for bribing purposes. These can be found with a successful DC 13 Intelligence (Investigation) check.

## DRUID

A middle-aged N human **druid** named Darr patrols the region between Hommlet and Nulb. He was present during the Temple's heyday years ago and suspects that remnants of Evil remain in the area, waiting for the right moment to flourish. For the last several years, he has slain humanoids and other creatures seeking to despoil nearby woods, but he has yet to discover the "great evil" that, he is convinced, cleverly hides somewhere in the area. The druid's search has become an obsession, and he has steadily lost contact with most people as he continues his lonely vigil. When encountered, he is initially suspicious, withdrawn, and taciturn (treat this as indifferent), but he can offer basic directions about the Nulb area and warns the characters that the ruins of the Temple proper are home to hostile ravens and possibly bandits, should the party win his trust (that is, if he is swayed to friendly).

**Development.** He does not join the party (if an offer is made), instead desiring to work alone, but if characters impress him as being exceptionally courageous or helpful, he gifts a *potion of healing* to the group before departing.

## GARGOYLE

This lone **gargoyle** has been tasked with carrying a verbal message from the Temple to Lareth the Beautiful in the Ruined Moathouse (see area 35, chapter 5). If it spots the party, the gargoyle circles once overhead (never descending below 100 feet), assesses the characters and their equipment, and then swiftly makes for the Broken Tower (see area A, chapter 8) to alert the bandit force there. The gargoyle does not fight unless grounded or otherwise forced to defend itself.

## GHOULS

These **ghouls** lurk about, idly chewing the marrow out of some long bones. All are happy to add some fresh meat to their diet if they feel the odds are in their favor. If outnumbered by three or more, they swiftly retreat towards the Temple, do their best to lose the party, and descend to the lower levels.

**DM Note:** If this encounter is rolled during the day-time, the DM should roll again or choose a different encounter.

## GIANT CRAYFISH

This encounter only occurs if the characters are traveling along the banks of the river. A **giant crayfish** (see appendix C) bursts out of the water with surprise, hoping to grab a creature (or two) and then retreat underwater. Once a victim has drowned, it is consumed at the giant crayfish's leisure.

## GIANT FROGS

A nearby seasonal bog has decreased in size, displacing this pack of **giant frogs**. Although they usually hunt smaller game, this group of frogs are not above attacking any small characters (dwarves, gnomes, halflings) they encounter. Their hunger causes them to attack even large parties without hesitation, and they will not retreat unless confronted with loud or destructive magic.

**Treasure.** In the gut of the largest frog, only found if the creature is cut open or a *detect magic* spell is employed, is a *ring of feather falling*.

## GIANT GAR

The **giant gar** (see appendix C) is just over 20 feet long and hiding in a bed of submerged weeds. Unless the

characters make a successful DC 14 Wisdom (Perception) check, they are surprised by the attack, as the massive fish launches itself out of the water. If it hits, the target must make a successful DC 13 Strength saving throw or get knocked into the water. If its initial attack misses, there is a 30% chance the giant gar swims away looking for easier prey.

## GIANT LEECHES

The characters come across a small pond covered with thick algae. On the opposite side, perhaps 50 feet away, can be seen an outstretched skeletal arm and a metal helm poking out of the water. The body is an old skeleton of a bandit. The helm is gilded with silver (145 gp). Buried in the mud is a shortsword that can be found with a successful DC 13 Intelligence (Investigation) check.

The pond is maybe 4 feet deep, but it has a mucky bottom and is considered difficult terrain. Several **giant leeches** (see appendix C) inhabit the pond concealed under the mats of algae. They attack any warm-blooded creatures that enter the water.

If this encounter occurs on the river, it only occurs if the characters are actually in the water.

## GIANT WEASELS

These **giant weasels** are out foraging. They are hungry, but they will not attack unless cornered or they encounter a lone, small character.

**Treasure.** If slain, a giant weasel pelt would be worth 50 gp to a trapper.

## GNOLLS

If encountered near the Temple, these **gnolls** are loyal to the priests and are out running an errand. If encountered on a road away from the Temple, these gnolls are part of the Broken Fang Tribe (see area 4, below). Either group attacks if they feel they have an advantage over the party. Broken Fang Gnolls are 50% likely to flee if half their numbers are defeated.

**Treasure.** Each gnoll carries 2d6 gp.

## GRIFFON

A solitary **griffon**, one of a mated pair, is flying some 600 feet overhead and has spotted the party. If a likely target presents itself, especially an unattended horse,

pony, or mule, the beast swoops down and seizes the animal in its talons and returns to its lair in the Kron Hills (see area 2, below). The griffon swiftly retreats to the skies if confronted with force or magic.

## HARPIES

A trio of **harpies** are resting on a skeletal, leafless tree. They immediately begin singing if they encounter the party, seeking to charm as many characters as possible. If one is defeated, the other two flee via flight. There is a 20% chance they stalk the characters and ambush them again, seeking revenge for their fallen sister.

**Treasure.** Each carries a valuable piece of jewelry. One has a platinum necklace set with tiny garnets (360 gp), one has a gold bracelet with leaf designs (150 gp), and the last has a silver earring shaped like a hanging dagger (25 gp).

## KOBOLDS

A small band of **kobolds** has encamped against a large tree stump. They have sought out the Moathouse Ruins in the hope of finding lost weapons or forgotten loot. But, they never breached the walls as one of their number was swallowed by a giant frog, and they fled, dispirited. If confronted with any force, they either seek to retreat or attempt a parley if one more of their number falls. If a parley occurs, they offer to leave the area peacefully and faithfully follow through on this promise. They seek to return to their home in the Gnarley Forest.

**Treasure.** Between all of them, their total treasure consists of 8 sp and 14 ep.

## LIZARDFOLK

A band of **lizardfolk** are traveling back to their tribe. This group hunts and makes sweeping patrols of the area around their tribal lair. They are careful not to approach Nulb too closely and tend to avoid human contact if at all possible. If approached, they pull back into the cover of the undergrowth, threatening those that get too close with raised javelins. They do not desire conflict, but due to recent conflicts with Nulb sailors, they will attack if followed.

**Treasure.** They carry giant frog meat and fish tied to branches, but no conventional treasure.

## OWLBEAR

There is a 20% chance this encounter is with the winged owlbear that lairs at area 8 (see below). If this is indicated, the winged owlbear is in flight, hunting. It uses its Flyby trait to harass the characters. It replaces its claws attack with a grapple attempt. If that succeeds, it manages to grab a Medium or smaller target and lift it 20 feet before purposefully dropping it, causing 7 (2d6) bludgeoning damage. If the characters defeat the winged owlbear as a wandering monster, it cannot then be encountered in its lair.

Otherwise, this encounter is with a normal **owlbear**. It tracks the characters for a few hours using its Keen Sight and Smell trait, then it springs an ambush (Dexterity check at +1 to hide) from the undergrowth with a mighty bellow. It recently woke up from a long slumber, so it is ravenous and fights to the death.

## PILGRIMS

A group of pilgrims (**human commoners**) clad in simple clothing travel the road on their way to visit the nearest church of St. Cuthbert. They are unarmed, although each carries a walking stick that can serve as a quarterstaff (+2 to hit, 3 [1d6] bludgeoning damage, or 4 [1d8] bludgeoning damage if used with two hands). They are simple folk, quite religious, and ask if the party has food or drink they can spare. If the party accommodates them, they have an impromptu meal by the side of the road while espousing the virtues of St. Cuthbert. All can offer basic directions to Hommlet or Nulb, but little else.

One of the nine, however, is a female human **spy** named Cidninthia. This clever lass has fallen in with the group, dressing and behaving similarly, as she hopes to enter the church with them and then slip away with a few (hopefully gold!) artifacts. The thief is true neutral in alignment and although not aggressive, she is quite greedy and does not wish to see her cover blown. She is not rash and plays her part well, but if discovered she tries to create a distraction and flee. Under no circumstances does she join the party, as she prefers working alone.

**Treasure.** Hidden beneath Cidninthia's simple robes are two small daggers and a belt pouch that holds 18 gp and three zircons (50 gp each).

## PIRATE BARGE

Pirate barges are more commonly encountered along the Velverdyva River, but they occasionally travel up the Imeryds Run to put into port at Nulb. The 30-foot barge has 2d4 + 3 NE human **pirates** led by a LE human **pirate captain** (see appendix B). Belowdecks are 10 slaves and/or conscripted laborers (**human commoners** of various alignments) forced to row under the unforgiving supervision of a wicked NE human **pirate first mate** (see appendix B).

At the aft of the barge is a locked (the captain and first mate both have keys) cargo hold. The lock can be picked with thieves' tools and a successful DC 15 Dexterity check. The cargo hold could have the following:

### D6 Commodity

1-2	Nothing
3-4	Ale, rum, and moonshine (400 gp total)
5	50 1/2-lb. silver ingots (25 sp each), individually marked with the Verbobonc coat of arms
6	3d4 slaves ( <b>human commoners</b> )

## PRESS GANG

This surly gang of CN human **thugs** looks to impress lone individuals (if possible) or smaller numbers of weak-looking targets and drag them back to the docks behind the Waterside Hostel (area 1, chapter 7) to serve upon their cog, which departs in the morning. Larger groups (four or more characters) that are openly armed are not so targeted, but instead subjected to a few insults from these scoundrels before they depart. All wear leather jerkins reinforced with metal rings (treat as studded leather; AC 12) and wield clubs (+4 to hit, 4 [1d4 + 2] bludgeoning damage). Each gang member also carries a large, thick-stranded net granting them a new attack action:

**Net: Ranged Weapon Attack:** +4 to hit, range 5/15 ft., one Large or smaller creature. **Hit:** The target is restrained. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Targeted opponents are attacked with the net first. Netted targets still putting up a fight are clubbed into submission.



**Treasure.** Each thug carries 1d8 sp and 1d4 gp, and in addition, one wears a silver earring (30 gp) and carries a pearl of power tucked inside a slit in their belt (although they are unaware the pearl is magical). It requires a successful DC 17 Intelligence (Investigation) check to find the pearl.

## RIVERFOLK BARGE

These barges never occur on the Imeryds Run (reroll or consider this a non-encounter). The fleet consists of 1d4 barges, each about 20 feet long and nearly as wide. Each barge is sailed by an extended family of 1d4 + 2 members (human **commoners** of various alignments). They are simple folk and traders. They have little use for coin but would be interested in mundane supplies or interesting foodstuffs. They have silks, cloth, herbs/spices, and dried fish to trade. They are also a great source for rumors regarding the region.

## STIRGES

A roost of **stirges** inhabit some low shrubbery and lower tree branches, though alert characters making a suc-

cessful DC 13 Wisdom (Perception) check notice some odd movement within. If the characters pass close by, they are swarmed by these ravenous bloodsuckers. They seek to satiate themselves on blood before flying off to digest their meal.

**Treasure.** Inside one of the nearby bushes is the remains of the stirges' last meal: the desiccated body of a traveling merchant clad in foppish garb. It can be located with a successful DC 14 Wisdom (Perception) check. On the body is a dagger with a mother-of-pearl grip (75 gp), a waterskin full of red wine, a haversack holding one week's rations and a bedroll, a small sack holding 22 sp and 42 gp, and a broken silver necklace (worth 20 gp as is, or worth 100 gp if a *mending* cantrip or similar efforts are made to repair it).

## SWARMS OF RAVENS

There is a 70% chance this encounter is with 1d3 **swarms of ravens**. Otherwise, the characters encounter 1d6 + 2 **giant ravens** (see appendix C). The giant ravens are more aggressive and are likely to attack.

These malign birds have dwelled near the ruins of the Temple for some time, and they are friendly with the inhabitants of the Broken Tower (see area A in chapter 8). If they spot humanoids that they do not recognize wandering the ruins, especially those who are not garbed as Temple worshipers, they immediately begin to emit harsh, grating caws and then shrill alarm calls. At the DM's option, the occupants of the Tower may hear this warning, or it could attract another wandering monster. The birds are cunning, but cowardly, and they only engage the characters if the opportunity exists for a quick strike at the eyes or perhaps to swoop in and snatch away a loosely held wand or another small item.

## TINKERERS

Two rock gnome tinkerers from Gneiss Vale are making their way from Nulb towards Hommlet in a wagon led by two brown **ponies**. Their guard dog, Prince (a faithful **mastiff**), sleeps inside their crowded wagon. Business has been lousy, and they had to fight off thieves in Nulb, so they eagerly (if somewhat cautiously) advertise their wares as the party draws near. They offer the following services:

Service	Cost
Mend clothing	1 sp
Repair armor	10 gp
Repair shield	1 gp
Repair tool	2 sp
Repair weapon	1 gp

**DM Note:** Most repairs take 1d4 hours. They cannot perform the above services on magic items.

These gnomes are considered **commoners**, but each one has the following changes:

- It is neutral good.
- Its Intelligence is 12 (+1) and Constitution is 11 (+0).
- It has a walking speed of 25 feet.
- It has darkvision out to a range of 60 feet.
- It possesses a set of tinker's tools.
- It has these additional traits:

**Artificer's Lore:** Whenever the gnome makes an Intelligence (History) check related to magic items, alchemical objects, or technological devices, it can add twice its proficiency bonus, instead of any proficiency bonus it normally applies.

**Gnome Cunning:** The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Tinker:** The gnome has proficiency with artisan's tools (tinker's tools). Using those tools, the gnome can construct a Tiny clockwork device. (See *Player's Handbook*, p. 37 for details.)

If threatened by the characters, they whistle for their dog. If faced with a particularly dire threat, one makes use of a *ring of the ram* to repel hostiles and then they both attempt to flee.

Inside their wagon is a profusion of junk and assorted items, most of it available for trade, including:

- Numerous tools (especially hammers of all sizes)
- An 80-foot coil of thin (but strong) rope
- A ball of string
- A sack holding metal door hinges, nails, doorknobs, chest clasps, and similar metal objects
- Cooking pans

- A lantern
- A small anvil
- Two wooden chairs
- A small, painted portrait of a comely female gnome
- A set of thieves' tools in a leather sheath
- A satchel of kindling
- Flint and steel in a small leather case
- Clay tankards and plates
- A full wineskin (high quality Celene Crimson worth 30 gp)
- A large sack holding a wheel of cheese, hard rolls, assorted tubers, apples, and a string of sausages
- Three empty coffers
- A belt case holding three nonmagical wands
- A set of teacups painted with nymphs (40 gp)
- A *bag of holding* that appears to be a rough, burlap sack that currently holds 22 small silver ingots (50 gp each)
- A small, locked chest (one tinkerer has the key; otherwise, it can be picked with thieves' tools and a successful DC 14 Dexterity check) that holds 81 gp and 12 fine amethysts (100 gp each)

## WILL-O'-WISP

The stench of death that pervades the Ruined Moat-house has drawn a **will-o'-wisp** from the nearby fens. It emits an erratic light that may be confused with a flickering torch or lantern in the hope of drawing easy prey. If the characters make a successful DC 16 Wisdom (Perception) check, they recognize something unnatural about the distant light. The will-o'-wisp tries to lure victims into a bog, or into another encounter, only to wink out. It delivers an electric shock attack to any potential targets that come close enough.

## WOLVES

Packs of **wolves** are common in the region. This one picks up the scent of the characters and stalks them for hours. They finally attack near sunset, coming in from several directions, and then falling back to confuse creatures about their true numbers. The pack is dispersed if half its numbers are defeated or if flashy magic is employed.

## WILDERNESS ENCOUNTER AREAS

The following key describes set encounters located throughout the region around the villages of Hommlet and Nulb, the Ruined Moathouse, and the Temple of Elemental Eail. Please refer to map 10 for the location hex of each of these set pieces. Some of the encounter areas have their own maps, as described in the text.

### AREA 1 – DESECRATED FIELD

This patch of forsaken plains in the Emridy Meadows hosted a deadly skirmish between the forces of Good and the horde of the Temple a decade ago. Nothing grows here to this day as the soil is scorched and despoiled with evil, with bleached humanoid bones strewn about. Jutting up on the landscape is the odd weapon, be it a sword blade, mace head, or polearm blade. At night, eerie green lights are often observed flitting about this field.

If a living creature enters this barren patch of land, five **skeletons** animate and spend an action crawling from their shallow grave. Five more undead footmen animate and rise each round until 25 assemble. They methodically advance in unison, mouthing a silent war cry. They can't leave their forsaken field which is about 500 feet in diameter. If defeated or turned, these unquiet dead rise again 24 hours later.

### AREA 2 – GRIFFON LAIR

A ruined tower sits atop a lonely, flat-topped hill in the northern reach of the Kron Hills. The square keep was once a signal tower and housed a small garrison of troops from Verbobonc. It has long since been abandoned, and now is the lair of mated pair of griffons.

### KEY TO THE GRIFFON LAIR (MAP II)

#### L1. TOWER

The northwest corner of the structure once sported a round tower, but it has since collapsed, with most of the rubble tumbling down the cliffside. The resulting gap provides access to areas L2 and L3. The rest of the keep is but a shell of four walls about 40 feet high. The wooden roof has collapsed.



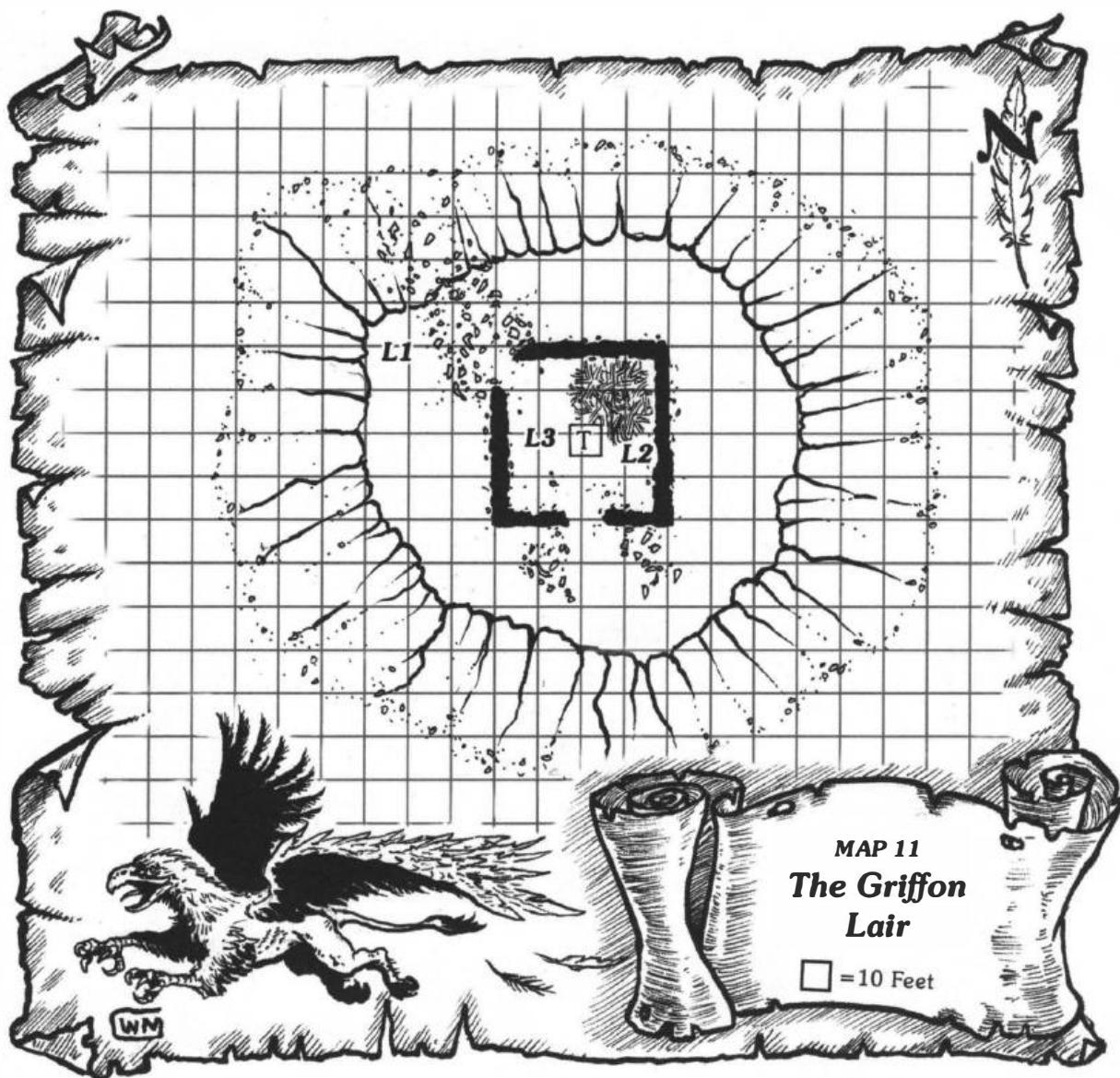
#### L2. NEST

The griffon's nest is about 20 feet in diameter and composed of leaves, branches, feathers, and woody debris from the previous roof. There is a 50% chance one of the **griffons** is out hunting (see "Wandering Monsters" above for details). Otherwise, both are here. They fight to the death to protect a recent clutch of five eggs.

**Treasure.** The eggs are due to hatch in a few weeks and would be worth 500 gp each to the right buyer (likely to be found only in Verbobonc or another large city). Several griffon feathers (3d6) can be collected from the nest (2 gp each).

#### L3. TRAPDOOR

Partially obscured by the nest and woody debris on the floor is a hidden trapdoor that requires a successful DC 16 Wisdom (Perception) check to locate. It takes 10 minutes to clear the rubble off the door, which is barred from below. It requires a successful DC 18 Strength (Athletics) check to break or it can be smashed open (AC 12, 15 hit points). Below is a small, 20-foot-square cellar, but no stairs or ladder. The floor is 15 feet down. Inside the dusty chamber is a cache of weapons and armor, all in fine condition. The weapons and armor include:



- Twenty longswords
- Twenty morningstars
- Twenty heavy crossbows
- Forty daggers
- Ten suits of ring mail
- Ten suits of chain mail
- Ten breastplates
- Twelve shields

**Developments.** The elf big game hunters at area 9 would very much like to know the location of this lair and are willing to trade for information on it.

### AREA 3 – ON THE ROAD TO HOMMLET

If the optional prelude encounter in chapter 3 is used to kick off a campaign, it occurs here.

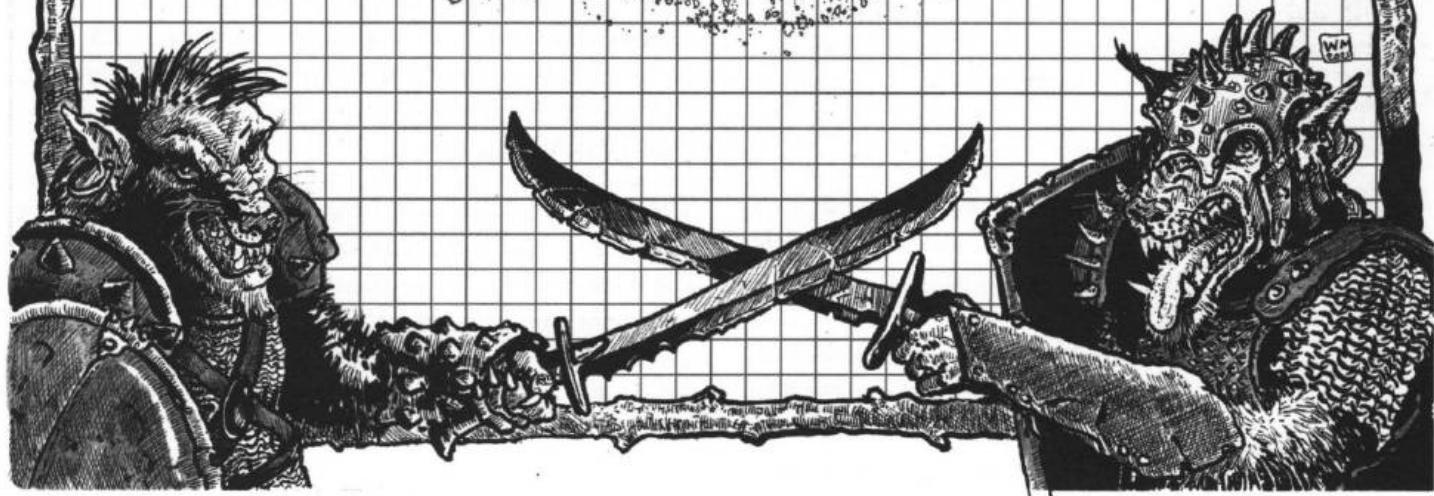
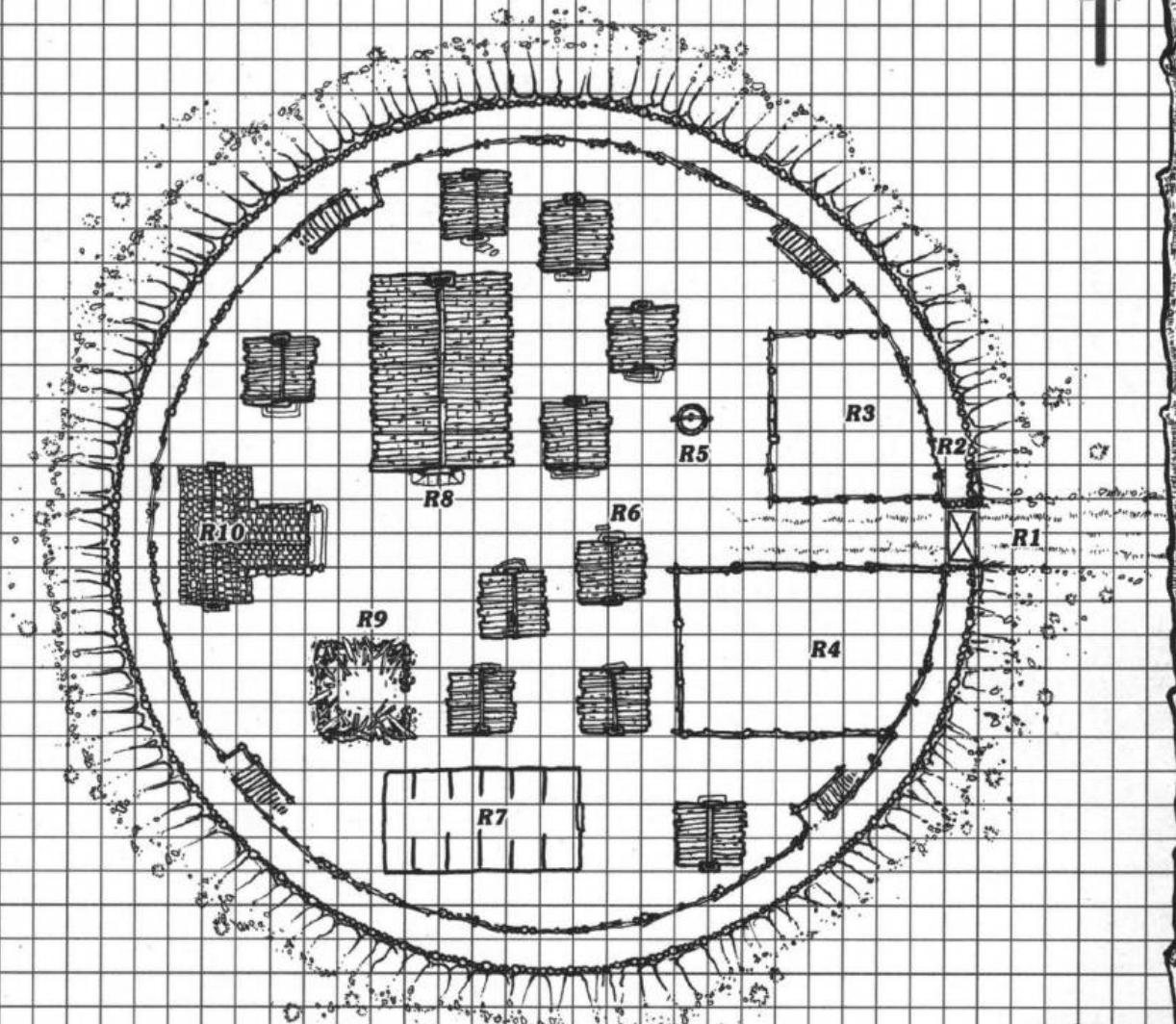
### AREA 4 – RINGFORT OF THE GNOLLS

Located deep in the Kron Hills west of Hommlet is a ringfort inhabited by a tribe of gnolls. These gnolls did not build the fort, once a self-sufficient community of farmers and monks. Instead, they took it by force and used it to launch patrols and offensives throughout the region. But, once the ranks of the Temple horde were being rebuilt, many of these gnolls pledged loyalty to the Temple. Today, this tribe is on hard times, barely at 20% of its former size.

The tribe was called the Yellow Fang Gnolls, but their leader (see area R10) has renamed them the Tribe of the Broken Fang. This does not sit well with the others, who continue to leave on a weekly basis. There are 26 gnolls left living here, although they can be encountered in a variety of locations. There is a 20% chance  $1d6 + 1$  are out on patrol as well.

MAP 12  
**THE GNOLL RINGFORT**

□ = 10 Feet



# KEY TO THE GNOLL RİNGFORT (MAP 12)

## R1. HIDDEN PIT TRAP

There is no door blocking entrance to the community. It was destroyed during the gnoll attack, and they never bothered to rebuild it. Instead, there is a concealed, 20-foot-deep pit. It can be detected with a successful DC 14 Intelligence (Investigation) check. It can be disabled with thieves' tools and a successful DC 15 Dexterity check. Falling into the pit causes 7 (2d6) bludgeoning damage. There is a catch to keep the pit sealed that can be controlled with a lever in area R2.

## R2. FORT WALL

The wall is 15 feet high and flat with no railing. Access is provided by four sets of stone stairs as indicated on the map. The wall is patrolled by two **gnolls**, ready with longbows. They can control the release of the pit trap from up here.

**Development.** If the ringfort comes under attack, signified by the pit trap being triggered, other gnolls from areas R6 and R8 begin to arrive in waves of 1d4 every other round until 12 are perched on the wall. They use their height advantage to pelt the attackers with arrows.

## R3. GIANT HYENA PEN

This once was a livestock pen. Now, the gnolls have converted it to a **giant hyena** pen. Four of these giant beasts roam about the enclosed structure. If incited by creatures (not gnolls), they can easily escape over the poor-quality fence and attack.

## R4. OVERGROWN GARDEN

This was once a large vegetable garden. As the gnolls prefer meat, the garden is now a tangled mess of vegetation and high weeds. It's the perfect location to hide, however.

## R5. STONE WELL

Located in the open courtyard is a small, stone well with a weather-beaten, wood canopy. A battered bucket attached to a coiled rope rests nearby. The well is 50 feet deep, with cool, refreshing water filling the bottom 15 feet. Seventeen **hyenas** roam the courtyard in packs of 1d6 each.

## R6. STONE HUT

There are 10 of these stone huts. Former living quarters for the farmers and monks, there is a 50% chance each one of these now houses 1d4 **gnolls**. The interior of each is messy with broken furniture, debris, and hammocks for sleeping.

**Treasure.** If gnolls are present, each maintains a small cache of wealth: 3d6 sp, 2d6 gp, and a 15% chance per gnoll for a small art object (worth 1d8 × 10 gp).

## R7. RUINED BARN

This is a ruined barn. The roof has fallen in, and the door is off the hinges although propped up for effect. Inside are 10 stalls. Four of them contain mistreated **riding horses**. These were recovered in a raid and will be traded or eaten in a few days.

## R8. GREAT HALL

This was the great hall of the community and is in relatively good shape, aside from a few roof leaks. Broken furniture and overturned benches and tables are strewn about. At the far end of the hall is a blazing firepit with a giant boar roasting on a spit. This location is used as a gathering place for the gnolls to eat, drink, and get rowdy. At any given time, there are 2d6 + 1 **gnolls** here along with a **gnoll pack lord** and 1d4 **hyenas**. They are feasting and drinking ale from casks recently taken on a raid. These are among the last to respond to a summons elsewhere.

**Treasure.** The gnoll pack lord wields a +1 *greatsword* instead of a glaive (+6 to hit, 11 [2d6 + 4] slashing damage). A shield used as a serving platter is painted with a gold symbol of St. Cuthbert (45 gp). Each gnoll carries 2d6 gp. The pack lord carries 4d6 gp and wears a gold chain (400 gp).

## R9. RUINED SILO

This is a ruined grain silo. The roof has collapsed, and the spoiled grain is soggy and moldy. There are 11 **giant rats** here that attack if disturbed.

## R10. OLD TEMPLE

This stone building was once a temple dedicated to the Old Faith. It has now been corrupted by the gnolls, and the walls are covered with Gnoll insults and vulgarities written in blood, although the stone altar is not des-

ecrated. The area is stalked by a degenerate **gnoll fang of Yeenoghu**. This demonic spawn is the leader of the tribe, but instead, she spends all her time here, ignoring the needs of the tribe, wallowing in self-pity and going mad at demonic whispers as the Temple nearby rises and culls her gnoll warriors.

**Treasure.** There is a hidden compartment on the stone altar that can be found with a successful DC 16 Intelligence (Investigation) check. Inside are three *potions of healing* and two *spell scrolls* (*healing word* and *lesser restoration*). The gnolls are unaware of this cache.

**Developments.** In a few weeks, this tribe will cease to exist. The gnoll fang will go on a killing rampage, slaughtering the few loyal warriors left that did not pledge to the Temple.

## AREA 5 – THE VILLAGE OF HOMMLET

See chapter 4 for a detail description of this village.

## AREA 6 – THE RUINED MOATHOUSE

See chapter 5 for a detailed description of this adventure site.

## AREA 7 – ABANDONED FARMSTEAD

The High Road passes close to a dilapidated farm, some nine leagues (as the raven flies) from Nulb. This farm has been uninhabited for about eight years and has a sinister, perhaps cursed, history. The original owners of the farmstead made a go at an honest living here, but the proximity to the Temple and Nulb provided little security, and the fields failed to bear any crops. After only a short time, the owners decided to head west and began packing their necessary possessions in their haste to depart.

But, the farm's owner never departed. A group of brigands serving the Temple of Elemental Evil chose this place as an advance outpost and easily overcame and slew the farmer. His body was hidden beneath a wagon in the yard.

The brigands also left after a brief tenancy when a young, but still dangerous, catoblepas came to inhabit a seasonal bog just behind the property. The brigands made a half-hearted effort to drive it off, but after losing one of their number to the creature, they quickly abandoned the farm, only to themselves meet a grim end some days later in an altercation with orcs on the road.

Some items stashed by the bandits in the farmhouse for later retrieval remain there.

Rumors still swirl about the place being the lair of Temple bandits or being a Temple outpost, a rumor that the druid Darr (see “Wandering Monsters”) may share if encountered. Characters may also hear these tales from anyone met on the road that isn’t of evil alignment.

## KEY TO THE ABANDONED FARMSTEAD (MAP 13)

### F1. THE HIGH ROAD

*The road here appears disused and disquieting, little more than an overgrown dirt track flanked with sickly, dun-colored shrubs and nettles. Harsh bird cries mix with low croaks, echoing through the area.*

The DM is advised to play up the ominous atmosphere here. There are spans of eerie silence punctuated by odd sounds, and even at midday this track is gloomy.

### F2. NARROW MIRE

*The road narrows here somewhat, crowded by thick bushes and stunted trees to either side. The sickly-looking saplings cast odd shadows that crisscross across the path ahead. The edge of the road drops off steeply to the south, giving way to more shrubs, high grass, and muddy pools below.*

This area is home to a swarm of insects that hungrily bite any warm-blooded creatures that enter the area. Due to the thick mud, this area should be considered difficult terrain.

### F3. BARN

*A decrepit barn stands here, barely, as the structure has not been well maintained and has clearly been ravaged by the elements. Only thin strips of peeling paint remain, and the walls are riddled with holes and gaps.*

If the party enters, read or paraphrase the following:

*The barn's main area is covered with moldy hay and still holds a few rusting tools: a pitchfork, a hoe, a shovel, a two-man saw, and a long-handled pickaxe. A few smaller saws and hammers hang from wall hooks and waver as wind occasionally blows through the structure. Eight stalls that may have once held horses appear to stand empty. A canvas sack sits against one wall and tall stack of firewood against another. A wooden ladder leads to a loft above.*

Any noise or prolonged movement here draws the loft's inhabitant, a **giant spider**. It first uses its Web attack before lunging down at a target, preferably one ensnared in the web. If reduced to 7 hit points or fewer, it retreats up to the far corner of the loft.

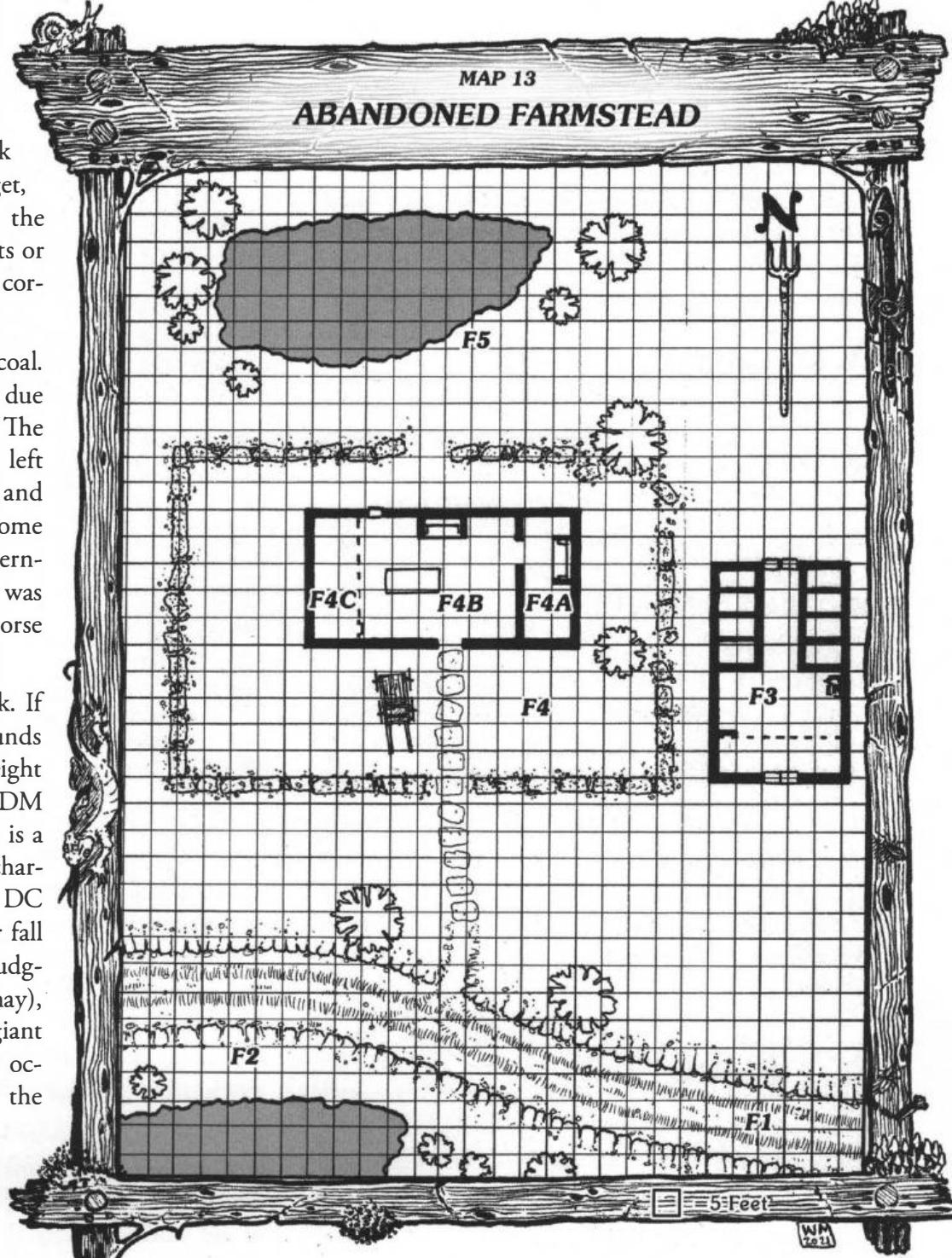
The sack holds lump charcoal. None of the tools are usable due to their poor condition. The southernmost stall on the left side served as a tack room and still holds two saddles and some horse harnesses. The southernmost stall on the right side was a feed room, but no usable horse feed remains.

The ladder to the loft is weak. If a character weighing 100 pounds or more steps on any of the eight rungs leading upwards, the DM should roll a d4; if the result is a 1, the rung snaps, and the character must make a successful DC 11 Dexterity saving throw or fall to the floor below, taking 1 bludgeoning damage (due to the hay), and landing prone. If the giant spider is attacking when this occurs, it turns its attention to the prone target.

In the cramped loft above can be found a 100-foot coil of rope and small common tools in an open wooden box (awl, saw, chisel, drill, etc.). The remains of a block and tackle, festooned with cobwebs, hang from a central rafter. In the rear corner of the loft hang the remains of the spider's last meal: two desiccated goblin corpses wrapped in silk—advance scouts for a tribe camped several miles away that had the misfortune to take shelter here.

**Treasure.** In addition to their clothing, rotting rations, and two nicked but usable scimitars, each desiccated

## MAP 13 ABANDONED FARMSTEAD



goblin carries a belt purse with 2d10 sp. One goblin also has a silver necklace twisted about its skinny wrist and worn as a bracelet (60 gp).

### F4. ABANDONED COTTAGE

*A crude pathway of square stones has been laid into the ground, leading to a low stone wall and, beyond that, a continuing path that winds its way to the front of a modest cottage. The dwelling shows the ravages of time; gaping holes are evident in the western side of the roof and the*

front door has fallen in. A disused wagon sits alongside the inner stone path.

The wagon is small, suitable to be pulled by a donkey or pony, and still usable. If the wagon is pulled aside a character searching the ground and making a successful DC 12 Wisdom (Perception) check discovers a shallow grave that holds the skeletal remains of the farm's former owner.

#### F4A. KITCHEN

*It is obvious from the shattered crockery and other items here that this was once a small kitchen area. Bundles of dried herbs are still slung over the rafters above, but otherwise, the wreckage of broken cookware appears total.*

There is nothing of value here.

#### F4B. COMMON ROOM

*This looks to be the cottage's main seating area. A collapsed table with two broken legs is here as well as a few pieces of broken furniture and a sideboard with cabinets hanging askew. A few shattered clayware dishes are littered about the floor. A ladder leads up to a loft area.*

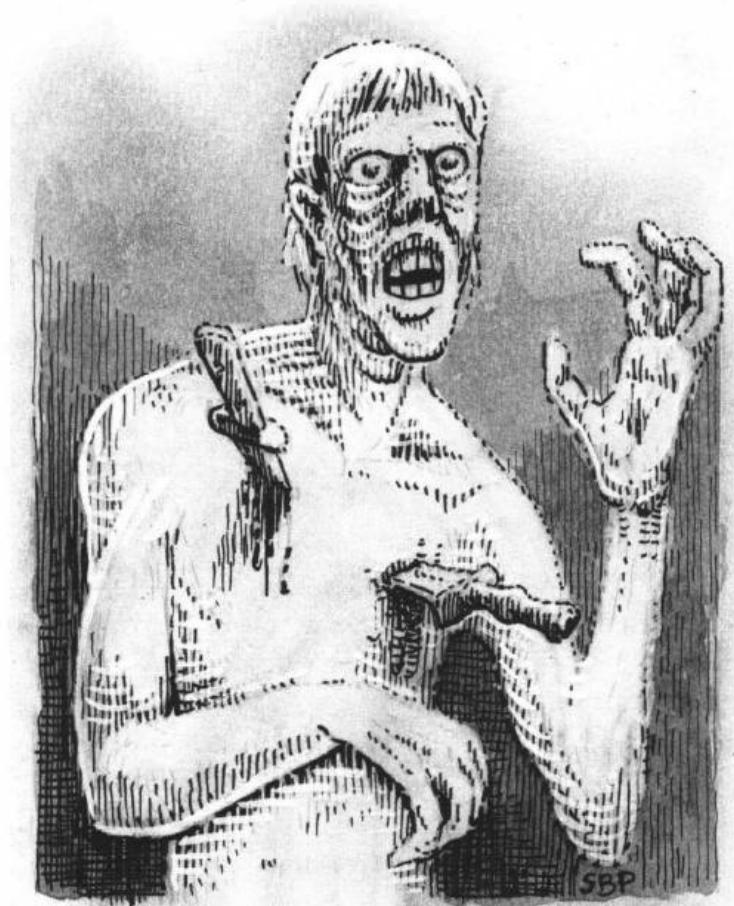
The bandits looted anything of value here long ago. Three red **giant centipedes** nest in the wreckage of the sideboard. If not noticed with a successful Perception vs. Stealth contest, the vermin attack with surprise. If the characters leave the giant centipedes alone, they don't pursue.

#### F4C. LOFT

*At the top of the ladder is a small loft that holds three small beds, a heap of old, wool blankets, leaves, and refuse. Some stains and small puddles indicate that the roof above is in poor repair.*

If more than one character enters this area, the rotted wood gives way a moment later, and the loft floor collapses into the room below. Those in the loft when this occurs must make a successful DC 12 Dexterity saving throw or take 2 (1d4) bludgeoning damage.

Lurking in the loft is the N **ghost** of the farm's original owner who was murdered in this area. Nathaniel appears to be a transparent male human in working clothes, but with two daggers jutting from his chest. His face is a misty smear in the air, punctuated with black eye sockets. The ghost uses its Possession action to force a character to proceed to the wagon at area F4 and



uncover his bones. The ghost wishes for its remains to be recovered and buried properly with a blessing from St. Cuthbert, so it can find peace. If the characters resist the possession, he tries to pantomime (not being able to speak, due to his injuries), leading the characters to the wagon to find the bones themselves. If they refuse or attack, the ghost behaves in a hostile manner, using its Horrifying Visage and Withering Touch.

**Treasure.** Tucked away here by the bandits for future retrieval is a small trunk wedged into a corner of the loft. It is closed via a simple pull pin, and it holds a layer of old clothes. Under the clothes is a secret compartment that can be located with a successful DC 13 Intelligence (Investigation) check. Inside is a +1 dagger in a leather sheath, a bag that holds 14 small bloodstones (25 gp each), and a potion of healing.

**Awarding Experience.** If characters find the bones and give them a proper burial with blessings or bring them to a non-evil temple, they earn XP as if they had defeated the ghost in battle.

## F5. SEASONAL BOG

Water from repeated rains has collected here, creating a pool of water and sticking mud some 65 feet across and perhaps 30 feet wide. The water is covered with patches of greenish algae and duckweed, and the whole is riddled with sticks, fallen trees, and leaves. Small insects flit here and there across the surface of the water, but the area is oddly still.

The area should be treated as difficult terrain due to the deep mud. The water depth varies but rarely gets deeper than 5 feet at the pool's center. Characters taking a moment to observe the bog with a successful DC 12 Wisdom (Perception) check notice a paucity of birds in the area and a few largish bones sticking up from the water here and there amid the many sticks.

A **juvenile catoblepas** (see appendix C) lairs here, nestled behind a mass of rotted trunks and branches. Although young, it is aggressive and extremely territorial—something the brigands that dwelled in the nearby farmhouse ruin found to their sorrow. It seeks to attack and eat anything larger than a bird that enters the vicinity of “its” bog. This ugly horror attacks until slain, though it does not pursue characters farther than 30 feet or so from the pool.

**Treasure.** Near the center of the bog, covered with filth, is a rag-covered skeleton and a +1 shield prominently marked with the eye of fire symbol (see player handout 4).

## AREA 8 – WINGED OWLBEAR CAVE

On the edge of the Gnarley Forest, overlooking the High Road, lairs a winged owlbear in a hillock peaking above the trees. The top predator in the region, folks fear the silent killer, but few have seen it to identify it.

## KEY TO THE WINGED OWLBEAR CAVE (MAP 14)

### W1. STEEP SLOPE

This cave can be spotted from the High Road on a clear day with a successful DC 17 Wisdom (Perception) check. It's a steep slope, about 400 feet, to gain access to the cave entrance. All climbers must make a successful DC 13 Strength (Athletics) check or tumble and take 3 (1d6) bludgeoning damage. Along the route, occasional bones are found littering the slope.

## W2. CAVE ENTRANCE

The cave entrance is about 12 feet high and 8 feet wide. The passage meanders to the right and left. As indicated on the map, near the bend until reaching the chamber, ankle-deep bones cover the floor. Unless the characters are using Stealth or somehow masking their passage (including not using a light source), the winged owlbear uses its Keen Hearing trait to detect their approach and is waiting in area W3.

**Treasure.** A careful search of the bones (lasting at least 10 minutes), with a successful DC 18 Wisdom (Perception) check, reveals a gold ring still on a bony finger bone. This is a *ring of jumping*.

## W3. OWLBEAR LAIR

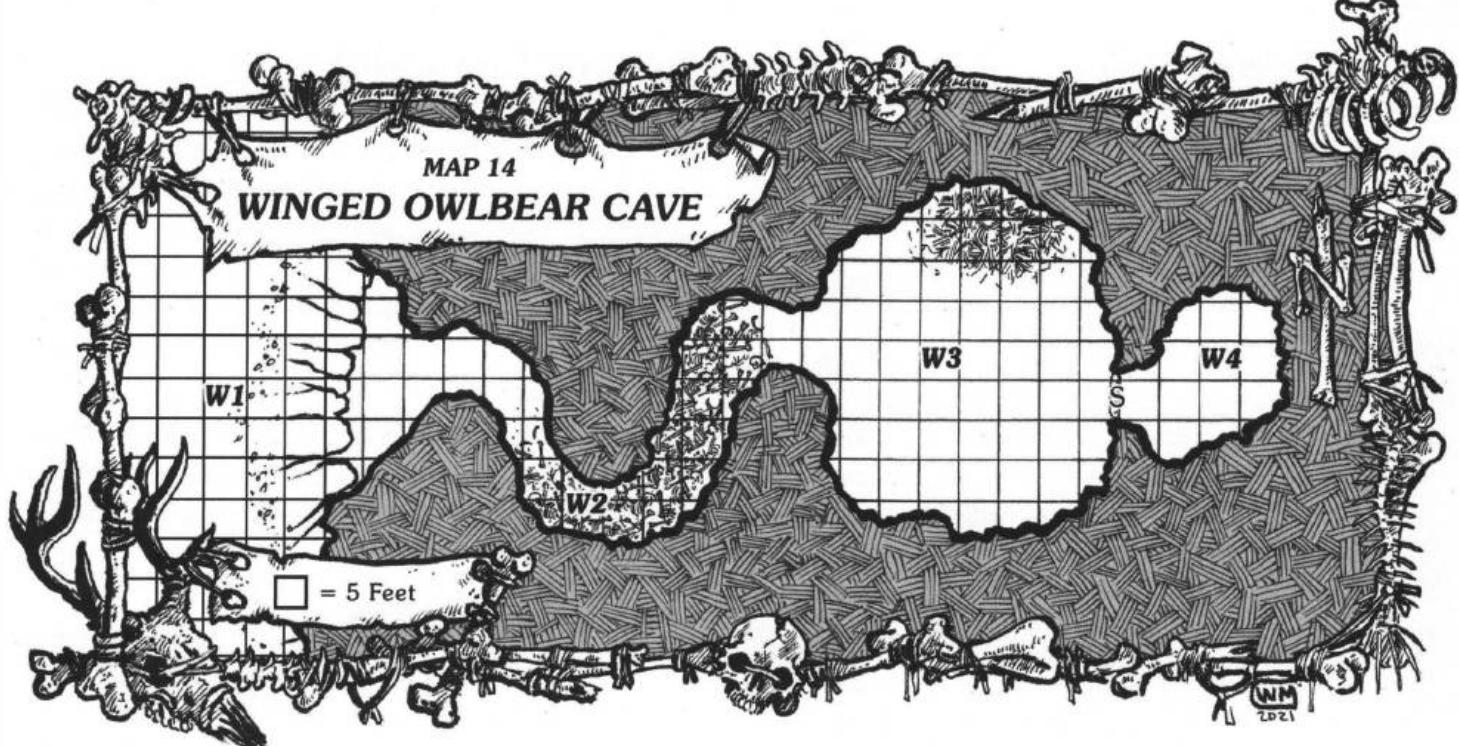
This is the lair of a winged owlbear. Along the north wall is a massive nest of twigs, leaves, and feathers. If the characters manage to not alert the beast, it lightly slumbers here. Otherwise, it stands along the north wall ready to attack the first creature that dares enter its lair. It fights to the death to defend its lair.

The winged owlbear uses the statistics of an **owlbear** with the following changes:



MAP 14

## WINGED OWLBEAR CAVE



- Its AC is 14 (natural armor).
- It has a walking speed of 40 feet and a flying speed of 40 feet.
- Its Dexterity is 14 (+2).
- It has an additional trait:

**Flyby:** The winged owlbear doesn't provoke opportunity attacks when it flies out of an enemy's reach.

There is a secret door in the eastern wall that can be located with a successful DC 14 Wisdom (Perception) check. It reveals a hidden chamber, area W4.

## W4. SMUGGLERS' STASH

This hidden chamber conceals a cache of goods placed here by a band of smugglers before the arrival of the winged owlbear. The dusty room has lain forgotten for decades and contains:

- A dozen 20-gallon casks of halfling wine (25 gp each)
- One small (5-gallon) cask of fine dwarven brandy (150 gp)
- Sixteen bolts of fine silk (six are ruined, but 10 are worth 125 gp each)
- Six crates of weapons packed in straw and wrapped in oiled rags. Two hold maces (12), two hold morning-stars (10), and two hold shortswords (15).
- A wooden coffin containing 15 copper ingots (25 gp each)

## AREA 9 – ELVEN CAMP

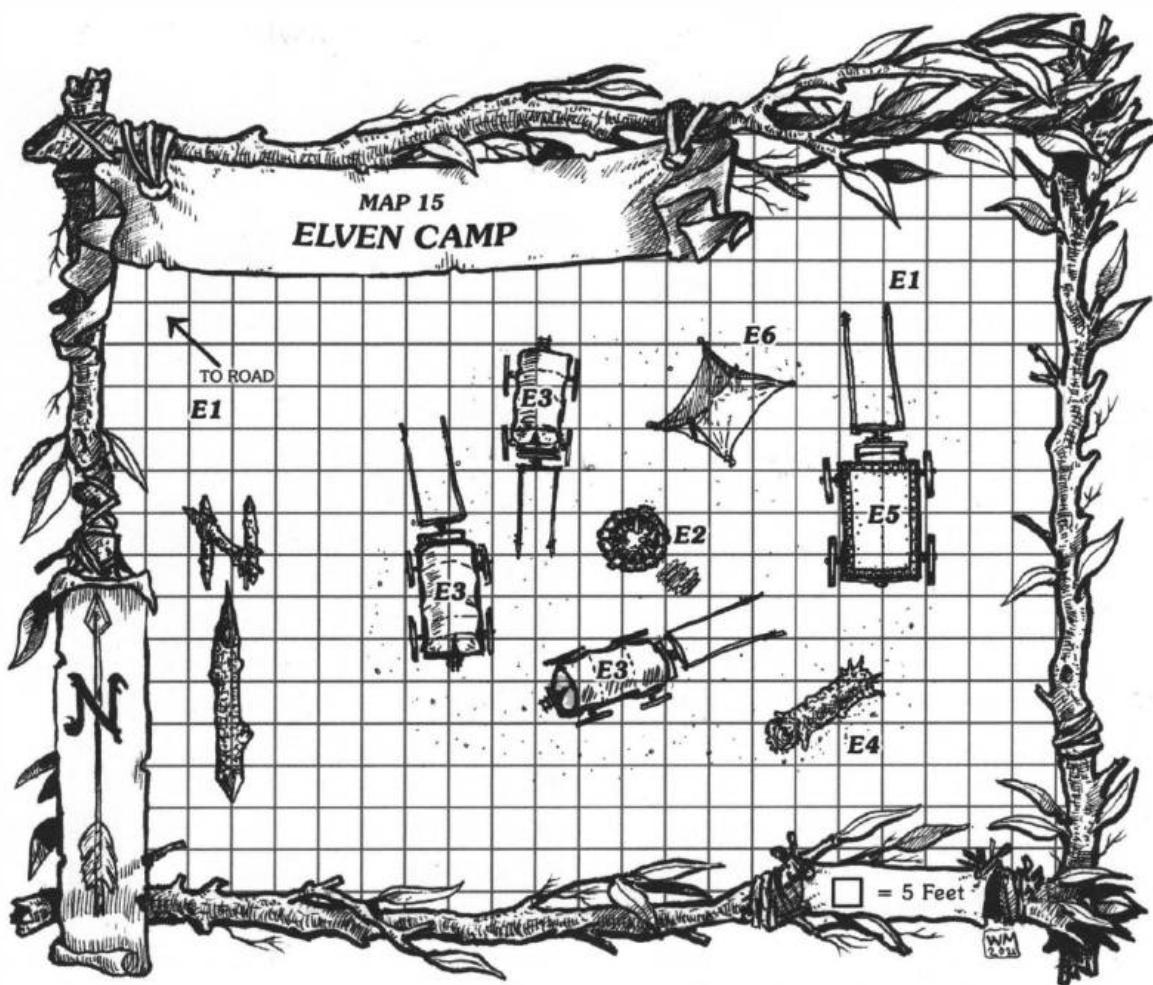
Located just off the Low Road at the edge of the Gnarley Forest is a semi-permanent camp of a group of N elf animal hunters that hail from the Gnarley Forest. After a few weeks (or depending on their success), they move to another location and set up camp again. This unsavory band pride themselves on being “big game” hunters, specializing in capturing strange and exotic beasts to sell in either Nulb or Verbobonc.

As elves, they have darkvision out to a range of 60 feet, they have advantage on saving throws against being charmed, magic can't put them to sleep, and they speak Common and Elvish.

## KEY TO THE ELVEN CAMP (MAP 15)

### E1. GUARDPOST

At each of these locations is an elf **scout** hidden (Stealth +6) in the underbrush. They keep an eye on the road and use bird calls to warn their cohorts in camp. It requires a successful DC 15 Wisdom (Insight) check to determine the bird call is fake. The elves are under instructions to cautiously greet travelers that appear to be adventurers to share a meal and possibly trade information.



## E2. FIREPIT

The center of the camp is a firepit with hot embers. A nearby scorched shield is used to cover the light, if needed. A metal spit rests over the pit, slow roasting a haunch of venison.

## E3. COVERED WAGON

There are three of these mid-sized covered wagons. Each one houses a pair of elf **scouts**. Two of these elves rotate in and out of guard duty at each area E1. Each wagon contains personal effects, including extra bundles of arrows and tool sets to craft simple weapons and traps. Each wagon is equipped with two tridents, two long spears, and a net (all used to capture creatures).

**Treasure.** Each scout maintains a small stash of coins (2d6 sp and gp) plus a 50% chance for a small gem (100 gp) or a small art object (worth  $2d6 \times 10$  gp) such as a personal mirror, snuffbox, or comb.

## E4. HORSES

This is a large fallen log. Tied to the log are 10 **riding horses** used to pull the wagons. These animals are well-cared for, amply fed and watered, and combed daily.

## E5. CAGE WAGON

This covered wagon is larger with reinforced wheels and springs. The upper part of the wagon is a metal cage. Metal bars stored under the wagon can be added to partition the large cage into several smaller cages. The hunters have had little success recently: only a foul-tempered **giant badger** is in the cage at this time.

## E6. LEADER'S TENT

This tent belongs to the leader of this group, a N half-elf **spy** named Tomyris. He wears a chain shirt (AC 15) and carries a rapier (+4 to hit, 6 [1d8 + 2] piercing damage) in addition to his other weapons. He carries three doses of sleep poison (DC 13 Constitution saving throw or become poisoned for 1 hour; if the save is missed by 5 or more, the target is unconscious while poisoned) used to take down big game with his hand crossbow.

As a half-elf, Tomyris has darkvision out to a range of 60 feet, has advantage on saving throws against being charmed, can't be put to sleep by magic, has the additional skills Animal Handling +4 and Medicine +4, and speaks Common, Elvish, and Sylvan.

**Treasure.** Tomyris carries 20 pp and a red garnet (500 gp). There is a locked chest (Tomyris has the key) in the tent. The lock can be picked with thieves' tools and a successful DC 16 Dexterity check. Inside the chest are 10 more doses of sleep poison (60 gp each) and five clay jars, each holding a dose of *Keoghtom's ointment* (reserved for creatures that get hurt during capture—ever try to give an owlbear a potion?).

**Developments.** Although these elves have a questionable occupation, they are all neutral in alignment. They have genuine interest in adventurers as prime sources of information. They are eager to trade information (or perhaps a dose of magic ointment) for information on any big game lairs nearby. They would be particularly interested in the griffon lair (area 2) or the winged owlbear cave (area 8).

## AREA 10 – SERTEN'S TOMB

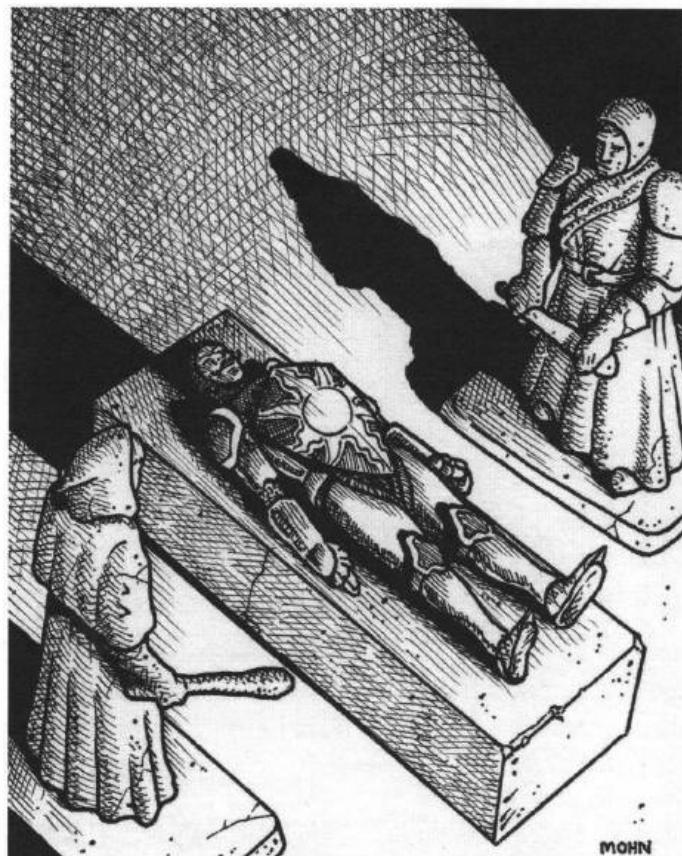
During the Battle of Emridy Meadows, a powerful cleric of St. Cuthbert named Serten fell to the horde of Evil. Before marching to the walls of the Temple, Prince Thrommel (see chapter 11) ordered gnome sappers to construct a tomb for the hero, which was then concealed with powerful magic so it could not be despoiled. Weeks later, following the battle, the armies returned here and removed Serten's body for a proper funeral in the City of Greyhawk. A few powerful magic items remain (now guarded by strong enchantments) for those worthy and dedicated to St. Cuthbert to recover in the plight against Evil.

**DM Note:** There is little chance this hidden tomb can be located on a whim. However, Burne in Hommlet (see area 31, chapter 4) can provide directions and instructions how to reveal this place, if he deems the characters worthy, if they have a cleric of St. Cuthbert in their ranks, or if he is convinced the evil at the Temple stirs again.

## KEY TO SERTEN'S TOMB (MAP 16)

### S1. ENGRAVED ROCK

The tomb is situated atop a lonely hill on the northern edge of the Kron Hills, overlooking the Emridy Meadows. The hill appears barren, save for a majestic, gnarled oak tree. A permanent *sequester* spell has been placed on



Mohn

the stone tomb, hiding it from view. A search of the hilltop reveals a flat rock under the boughs of the oak tree. Engraved into the surface of the rock and recognizable with a successful DC 15 Intelligence (Religion) check is the symbol of St. Cuthbert: a circle at the center of a starburst of rays. If a holy symbol of St. Cuthbert (Burne has one) is placed in the engraving or a cleric devoted to St. Cuthbert directs their Channel Divinity into the symbol, the spell ends, and the tomb appears.

### S2. STONE DOOR

The stone door that blocks entrance to the tomb is smooth with no handle or lock. Engraved on its surface is another symbol of St. Cuthbert. The door has several spells cast on it:

- A *magic mouth* spell that says the following in Common when approached within 10 feet:  
*I'm Serten,  
you know thy name  
Speak the same,  
in order to gain*

**DM Note:** Serten is pronounced “certain,” so this passage is a play on words. If the characters don’t already know the hero’s name, a successful DC 17 Intelligence

(History) check allows a character to recall his tragic fall at the battle of Emridy Meadows.

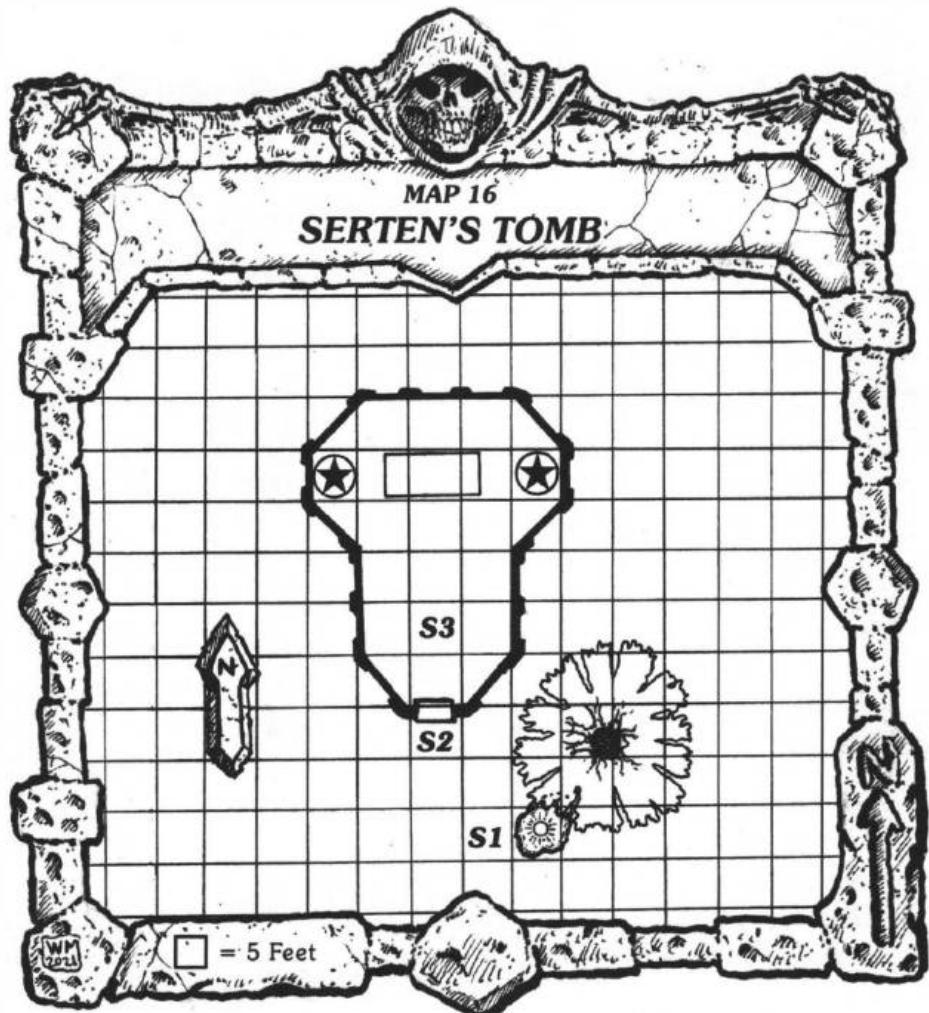
- The door is *arcane locked*. A *knock* spell can suppress it for 10 minutes. Speaking “Serten” aloud in Common in front of the door also deactivates the *arcane lock* for 10 minutes.
- A *glyph of warding* is cast on the door. It can be detected with a successful DC 15 Intelligence (Investigation) check. It is deactivated by saying “Serten” aloud in Common. If triggered, it erupts with magical energy in a 20-foot sphere centered on the door. It deals 22 (5d8) radiant damage, with a successful DC 15 Dexterity saving throw indicating half damage.

### S3. MAIN CHAMBER

The interior of the tomb is stuffy and dusty. Resting on a slab of stone at the far end of the single chamber is a human male wearing plate armor with a shield resting on his chest. The shield is painted with a circle at the center of a starburst of rays. A pair of statues depicting human clerics holding cudgels flank the slab.

The human is a *programmed illusion* triggered when the door opens. It depicts Serten as a young cleric. It fades after 5 minutes. The armor (+2 plate) and the shield (+1 shield) are real.

The left statue has a *magic mouth* cast on its mouth. If approached, it speaks in Common and says in a gentle voice, “*Powerful magic should not be forgotten in a hidden tomb, when it can be used against the rising tide of evil.*” Once it delivers the message, it smiles and winks.



The right statue is holding a real cudgel that can be discerned with a successful DC 17 Wisdom (Perception) check. This is *Serten's cudgel of striking* (see appendix D).

### AREA 11 – THE VILLAGE OF NULB

See chapter 7 for a detailed description of this village.

### AREA 12 – THE TEMPLE OF ELEMENTAL EVIL

See chapters 8 through 12 for a detailed description of this forsaken place.

## CHAPTER SEVEN

# The Village of Nulb

**N**he Village of Nulb is filthy, ramshackle, and, yet, still fairly active despite the destruction of the Temple. The buildings here are made of turf, mud brick, crudely hewn logs, and old timbers from boats. One or two have stone foundations and proper boards, but even these are in need of repair. All around, you can see the bustle of activity with the majority of inhabitants being boatmen, fishers, herdsmen, farmers, and the like. It is apparent that no one manages to make much of a living in Nulb, and it appears to have been largely ignored by lords and bandits alike.

Nulb indeed has been ignored by lords and bandits, because it is such a poor place and has little impact on local political or economic concerns. Still, a few agents of the Crown are situated here, passing themselves off as mundane trades and craftspeople and keeping an eye on the goings-on in the vicinity of the Temple. A small amount of commerce moves along the Low Road as well as into Nulb from the Velverdyva, as the Imeryds Run is wide and deep enough for small river vessels to use for offloading cargo. This section details some noteworthy points in the village.

### GENERAL FEATURES

The Village of Nulb is depicted on map 17.

**Construction.** The village buildings are constructed from a variety of materials as detailed in the individual location descriptions. Compared to Hommlet, these buildings are ramshackle, run-down, and in various stages of disrepair. Most structures are made from crudely cut logs or mud bricks, but a few are stone (and often covered with mold or mildew). Some are clearly scavenged, mismatched materials such as boat hulls. Most are one story tall, with the Waterside Hostel being one of the notable exceptions. Roof types are either wooden shingles sealed with tar or (more commonly) thatch collected from the nearby swamps.

**Doors.** Unless otherwise noted, all doors in the village are wooden. Doors are maintained in suitable working condition and have locks and wooden beams as bars.

Being a somewhat lawless village, locks are better quality, and bars tend to be sturdier. Locks require thieves' tools and a successful DC 15 Dexterity check to pick. A barred door requires a successful DC 17 Strength (Athletics) check to break open. Doors are unlocked during the daytime and locked at night. All village doors are AC 14 and have 15 hit points, vulnerability to bludgeoning damage, and immunity to poison and psychic damage.

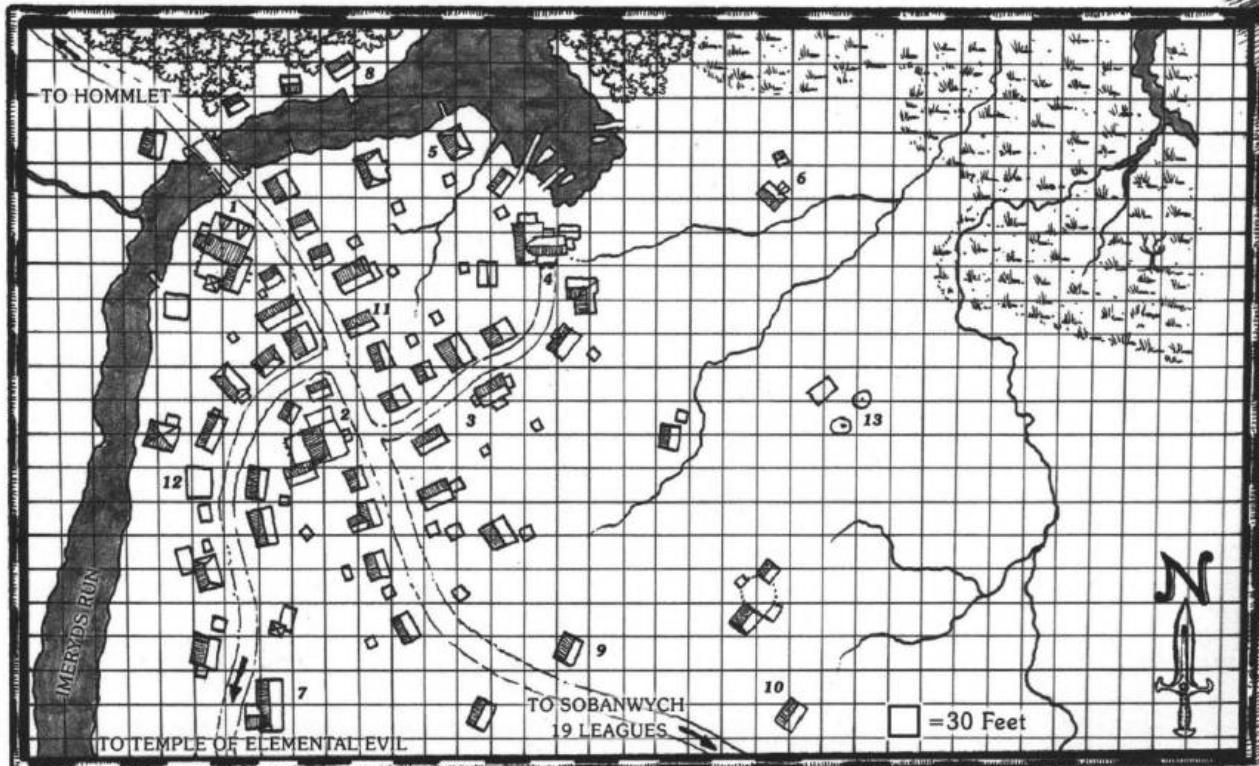
**Outdoor Notes.** A casual look at the village map reveals that, in general, only terrain features are shown. Wilderness encounters of special sorts are not given for two reasons. First, the length of the material included herein precludes extensive detailing of the outdoor areas. Second, as it is meant for long-term campaigning, it is absolutely necessary for the Dungeon Master to personalize his or her map to suit the tempo and direction of events in the group milieu. There are a few built-up areas shown on the map, and these are dealt with in varying degrees of detail.

**Random Wilderness Encounters.** As the party approaches Nulb, and any time they leave, begin to check for random encounters. Consult chapter 6 for the appropriate tables to use. Use Table 2: Open Road if the characters stick to the road or Table 4: Gnarley Forest if they approach the village from overland. There is a separate table for the immediate area surrounding the Temple of Elemental Evil.

**Nulb Militia.** At any given time, the basically NE populace of the village can turn out some number of militiamen equivalent to **bandits** (with humans being the most common, followed by half-orcs and gnomes). There are no leaders or exceptional types. The total number depends on the circumstances:

Situation	Militia
Village threatened with destruction	60
Possibly more than 1,000 gp in loot	40
Minor loot and easy battle prospects	30
Village leaders demand service	20
Party or force to be attacked is good	10

## MAP 17 THE VILLAGE OF NULB



In addition, 5d6 actual brigands (as **bandits**) are in Nulb and can turn out if their leaders see the situation as lucrative enough for their participation. Whether Tolub's crew (see area 4 in the encounter key) are in the village or not, 2d6 additional NE **pirates** likewise participate if the rewards seem worthwhile.

**Coordinated Efforts.** The evil and good factions in the Village of Nulb are not isolated groups that act randomly and ignore events elsewhere. If a location is attacked, someone, somewhere, is bound to see or hear it and spread the word. A major combat, for example, at the Boatmen's Tavern (area 4) will attract everyone from the Waterside Hostel (area 1), the surrounding citizenry (including 1d4 × 10 militiamen as above), Otis (see area 2), and Y'dey and Murfles (see area 3) as well. The latter three are canny and aware of what's going on and will not likely help even good-aligned characters, as this would reveal their true identities and betray their overall purpose.

This is not to say that a silent, swift, and deadly attack upon one place or another is always noticed. If a noisy or protracted battle takes place, however, the results may prove unpalatable to those causing the problem.

As agents of Good, Otis, Y'dey, and Murfles must be treated as three-dimensional, rational, intelligent, and thoughtful individuals. They do not take foolish risks, nor offer to aid groups who are unproven. They will not risk exposing their covers or their lives for no good purpose. Conversely, however, if a proven group is plotting a death-strike against the Temple—an expedition with planning, purpose, and clearly-defined goals with a solid chance of success—it makes perfect sense for them to offer their support and participation.

In short, the DM should play all group members and nonplayer characters as fully fleshed-out individuals and treat them as his or her own player characters.

**Mercenaries.** As noted above, a handful of bandits and brigands are usually in the village and can be had as

mercenaries who will serve for pay. Due to the area's repute, the majority of these mercenaries are either neutral or chaotic evil in alignment and are in the village mainly to sign onto a bandit group—or may even be looking to join up with the Temple. When characters encounter such a mercenary, use the tables below to determine alignment.

A bandit leader or bandit captain's alignment, of course, will determine the overall alignment of the group. Such evil men-at-arms will serve good-aligned characters but will always be looking for an opportunity to rob, betray, or abandon them depending on circumstances. Chaotic neutral bandits are only marginally better, being driven entirely by a lack of respect for rules and order, and their avarice and unpredictability makes them dangerous.

If the party is on the weak side and in need of hirelings, the DM should alter the probabilities for the mercenaries rather than involving major NPCs like Otis, Y'dey, or Murfles. This is because these NPCs are more powerful than the characters (ostensibly at this point) which will encourage them to rely upon their allies rather than developing their own skills. See Table 2 for an adjusted alignment determination, taking the needs of such a party into account.

The best location to find and hire mercenaries is the Waterside Hostel (area 1).

**TABLE 1: NORMAL DETERMINATION**

D6	Alignment
1-3	Chaotic evil
4-5	Neutral evil
6	Chaotic neutral

**TABLE 2: PARTY IN NEED**

D6	Alignment
1	Chaotic evil
2-3	Neutral evil
4-6	Neutral

**Mercenary Leaders.** Each group of mercenaries is led by a **bandit leader**, and if more than six are present, there may be a **sergeant** (see appendix B for both) as well.

Each group of mercenaries will include two **bandits** wielding heavy crossbows (+3 to hit, range 100/400 ft., 6 [1d10 + 1] piercing damage) and wearing studded leather armor (AC 13). The rest of the **bandits** are armed with spears (+2 to hit, 3 [1d6] piercing damage,

or 4 [1d8] piercing damage if used with two hands) instead of scimitars.

**Assistance and Training.** If Otis requests aid from Hommlet, Burne can assist wizards who visit him there by teaching them new spells for their spellbooks. (See the “Burne’s Spellbook” sidebar in chapter 4 for more information.)

In addition, if Otis happens to be along with the characters on an adventure where he witnesses the true power and numbers of the Temple, he gets word to Burne as soon as possible. This eventually leads to the arrival of powerful NPCs from Veluna and Verbobonc. Such NPCs remain in Hommlet, but are available to provide training, aid, resources, and preparation to support the characters on their quests. The specific aid provided is left to the DM’s discretion, but they will not wish to tip their hand with a full assault, which could lead to a war in the region. Whatever aid they offer should remain with the characters to overthrow and defeat the Temple forces.

## TEMPLE RUMORS

Prior to reaching the Temple of Elemental Evil, the DM can utilize this table to impart rumors the characters may have heard about the place in their travels or read about in an odd tome they’ve come across. The table contains various nuggets of information about the Temple. Many of them are accurate, but some are misleading or fanciful.

To determine rumors known, each player should roll a d4 in secret conference with the Dungeon Master. NPCs, hirelings, and followers do not get a roll. The result of the roll determines the number of rumors known by the individual rolling the die:

D4	Rumors Known
1	One rumor known
2	Two rumors known
3	Three rumors known
4	No rumors known

Rolls of 1, 2, or 3 will result in that many rolls on the Rumors table using 1d20. A roll of 4 indicates that the adventurer has no knowledge of any rumors pertaining to the Temple or its history.

**DM Note:** Kind DMs may allow each character to make a DC 15 Intelligence (History) check. Characters succeeding on the check may add 1 rumor to the number known.

The rumors known are determined by the player's roll of the 20-sided die, and the DM reads the appropriate information off the table to the player for each roll. It is suggested this is done secretly where the other players cannot overhear. The DM then tells the player that this is the extent of background information known by their character. Whether or not the player chooses to share this information (all or part of it) with the other players is a personal decision. In this manner, each player is given a chance to see what bits of additional information their character knows before exploring Nulb and the Temple.

## RUMORS

"F" denotes a false legend or rumor.

### D20 Legend/Rumor

- 1 (F) A monstrous basilisk is said to lair in the Temple ruins, and woe to any that venture close!
- 2 The Temple has numerous levels and extends deep underground.
- 3 Bandits have been spotted raiding and bringing their ill-gotten goods and captives back to the ruins. Their increasing numbers suggest that the Temple has sprung again to life.
- 4 (F) A secret shrine to Good was created in the fearsome depths of the Temple by courageous clerics of St. Cuthbert.
- 5 (F) Mother Sceng and her vile daughter are former worshipers at the Temple and have great interest in seeing it rise once again to prominence in the region.
- 6 The Temple is said to be flourishing again, and wicked men have been seen riding to and from the Temple grounds.
- 7 It is said that the Temple holds a laboratory and repository of potion ingredients that would be the envy of any wizard.
- 8 A group of dangerous brigands is said to live somewhere in the Temple ruins.
- 9 A powerful demoness is said to be imprisoned deep within the Temple depths.
- 10 (F) Within the depths of the Temple, cultists worship a cruel elemental god composed of fire, earth, wind, and water.
- 11 (F) Somewhere in the upper levels of the Temple dungeons is an augury chamber that allows those within it to see their future if they make a worthy sacrifice of ground precious gems.

- 12 The Temple dungeons' upper levels are home to several minor temples dedicated to the various aspects of Elemental Evil.
- 13 One level of the Temple is said to contain a number of rare and dangerous beasts, imprisoned long ago for the amusement of those in power.
- 14 (F) The Temple grounds are cursed; any lingering there even a short time are said to develop a terrible rotting disease that affects the skin and progresses to internal organs.
- 15 I heard that the true power source at the Temple is a wicked demoness and her followers.
- 16 The Temple is said to be formed of factions dedicated to the various elements, endlessly locked in a battle for dominance.
- 17 (F) The Temple is haunted by the remnants of the malign clerics that once dwelled there—they now inhabit the ruins in their current form, as a pack of unusually powerful wights.
- 18 Rumor speaks of a so-called Greater Temple within the whole, where the heart of the Temple's true power lies.
- 19 Hidden somewhere in the Temple is a gateway or gateways to small quasi-planes, formed from essence from the actual Elemental Planes.
- 20 (F) It is said that the game butcher is in league with the Temple and its recent uprising.

## KEY TO THE VILLAGE OF NULB (MAP 17)

### AREA 1 – THE WATERSIDE HOSTEL

*One of the more substantial buildings in Nulb, the Waterside Hostel has a foundation of field stone and walls of sawn timber. Inside, however, it is a scurvy place whose main trade is its tavern room, which is bare bones with simple tables and chairs of sturdy timber. A fire crackles in the fireplace to the right, and patrons converse in low whispers here and there. A hardwood bar is just past the fireplace and wraps along the opposite wall. The hostler is a burly fellow with a scarred, pockmarked visage, one eye covered by a patch. The barkeep is a towering, lanky fellow with a greasy appearance, and four employees—two slovenly wenches and two surly manservants—hover about the place.*

The Waterside Hostel is one of the more substantial buildings in Nulb, despite being a scurvy place. While its main business is as a tavern, occasional travelers do spend the night in the few rooms on the upper floor.



Wealthy guests have been known to mysteriously disappear.

During the day, only two or three locals can be found in the tavern room (all human **commoners** such as farmers, laborers, etc.), but at night,  $4d6 + 10$  roistering folk can be found in the tavern room, 25% of which are villagers, 25% of whom are boatmen or bargefolk (**commoners**), 25% transient **bandits**, and 25% river **pirates** or temple servants (equal chance for a **spy** or **cultist**). Assume equal chances or split when two possible types of patrons are given.

See the "Mercenaries" section above if the characters are looking to hire hands. Always assume that any time they enter the Waterside Hostel,  $1d4 + 5$  such mercenaries are present.

The hostler, Dick Rentsch, is a male human **bandit captain** who is gruff, surly, and sometimes downright rude. He lost his left eye to a dagger thrust years ago, and he appears to be somewhat rounded and pudgy, although formerly an accomplished swordsman. He carries a +1 *dagger* (+6 to hit, 6 [1d4 + 4] piercing damage) and a purse with 11 sp, 15 gp, and 9 pp. Without his armor, he is AC 13. He reports directly to the Temple's Earth priests.

The barman, **Wat** (see appendix B), is gaunt and towering, standing 6' 5". His clothes are unkempt, and his greasy black hair is combed over in a vain attempt to cover a receding hairline. He has angular facial features and a scruffy, short, black beard. He carries a *dagger of venom* at all times, and a purse containing 12 cp, 9 sp, 21 gp, and a bloodstone (50 gp). Without his armor, he is AC 13. Wat serves the Temple's Fire priests.

The human wenches are hard-working, and both are easy on the eyes. Dala is a N **pickpocket** (see appendix B), and she is bold and confident in her attempts to ply her trade on any likely patrons. She carries a concealed dagger (+6 to hit, 6 [1d4 + 4] piercing damage) and wears cheap costume jewelry (10 gp). Without her armor, she is AC 14. Dala is Dick's lover.

Pearl is a **spy** who carries a concealed dagger (+4 to hit, 4 [1d4 + 2] piercing damage) and wears cheap costume jewelry (7 gp). Pearl is less confident in her ability to pick pockets, usually restricting her activities to very inebriated patrons (where she has advantage on the check). She is Wat's paramour.

The human manservants are both **bandits** armed with daggers (+3 to hit, 3 [1d4 + 1] piercing damage). Each

has a purse with 2d6 sp and 2d4 gp. They are guards who are always alert and ready for a fight or nefarious duties. They work exclusively for Dick.

**Menu.** Prices are low, being only half those of the Inn of the Welcome Wench in Hommlet. This establishment features an impressive assortment of alcoholic beverages, but only the basics regarding food. The menu is depicted on player handout 5.

## KEY TO THE WATERSIDE HOSTEL (MAP 18)

**H1.** This is the main tavern. Patrons are typically found here (as described above) along with Dala and Pearl, who are busily tending the tables.

**H2.** The bar has room for 14 patrons. Wat is stationed here, and Dick is also likely to be found nearby.

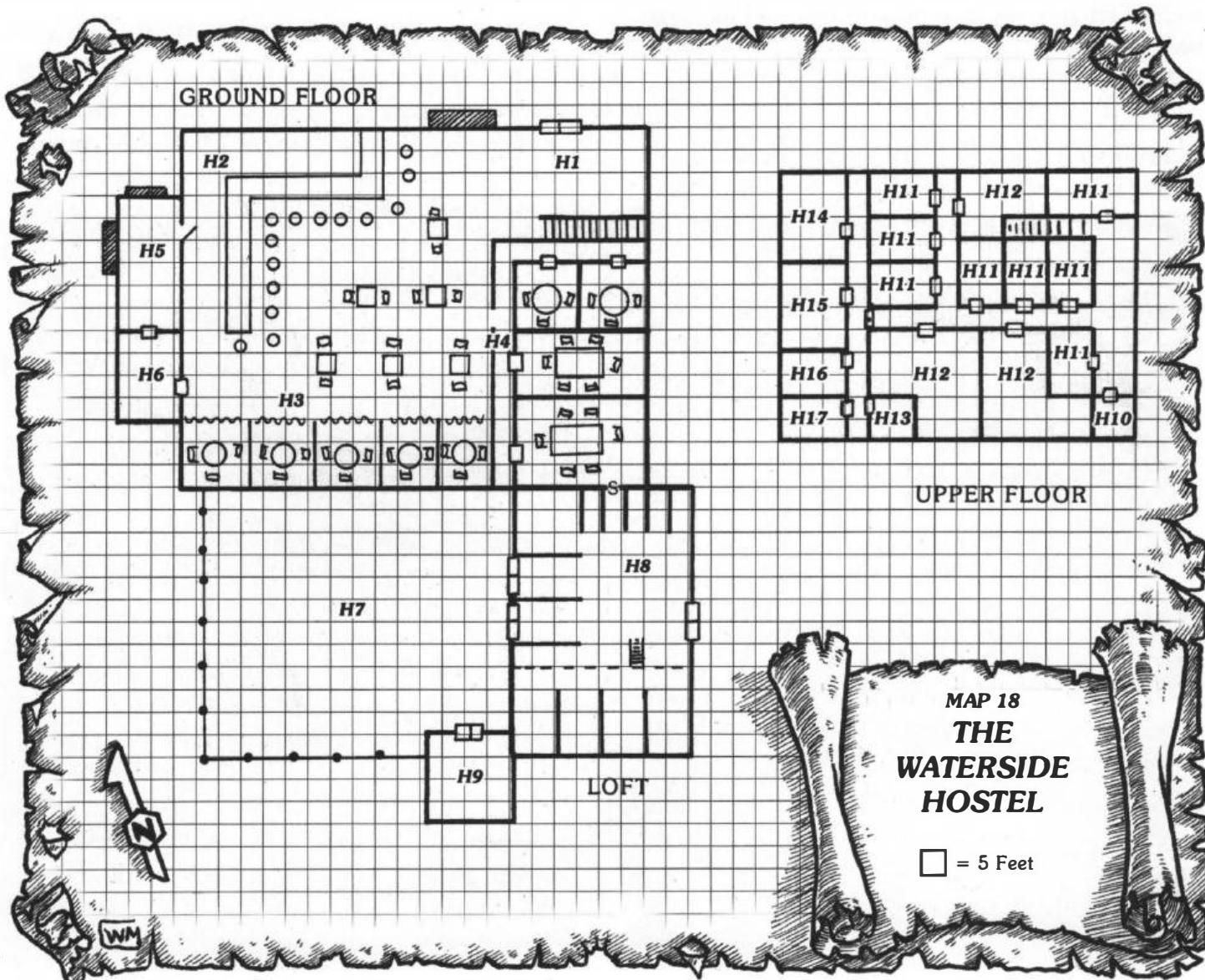
**H3.** Five semi-private booths are located along this wall. Each has a round table for three to four patrons and a curtain to pull across to block visibility but not sound.

**H4.** There are four private rooms reserved for clandestine activities and meetings. Each has a lockable door (from the inside). The large room to the south has a secret exit leading to a stall of the barn suitable for a quick escape. This door can be found with a successful DC 16 Wisdom (Perception) check.

**H5.** A swinging door from behind the bar leads to the kitchen. There are tables and a massive hearth here to prepare food.

**H6.** Due to the soggy ground, there is no basement. This room is storage for casks of alcohol and crates of food.

**H7.** This is the fenced-in backyard. A few goats and



cows wander here along with an aggressive flock of scraggy chickens.

**H8.** The barn has five small and seven large stalls. A ladder provides access to the loft. Inside their shared loft sleeping area the manservants each have a suit of chain mail and a shield (AC 18, speed 20 ft.) which they will don if given the time, a light crossbow with 30 bolts each in a case, and a longsword (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands).

**H9.** This is a shed used to store a variety of tools.

**H10.** This small room at the end of the hall is a shared washroom.

**H11.** There are eight of these rooms available for 8 sp per night. Each one has two beds and a chest.

**H12.** These are larger guestrooms, available for 2 gp per night. Each one can sleep three to four, and has larger beds, two chests, and a simple table with two chairs.

**DM Note:** The door at the end of the hall leading to areas H13 through H17 is locked. (Dick, Wat, Dala, and Pearl each have a key.) The lock can be picked with thieves' tools and a successful DC 17 Dexterity check.

**H13.** This is a private washroom reserved for the owners of the hostel.

**H14.** This is Dick's private quarters. Here, he has a suit of +1 chain mail and a +1 shield (AC 20), a +1 battleaxe (+5 to hit, 7 [1d8 + 3] slashing damage, or 8 [1d10 + 3] slashing damage if used with two hands), and a longsword (+4 to hit, 6 [1d8 + 2] slashing damage, or 7 [1d10 + 2] slashing damage if used with two hands). Under the bed is an iron chest with a poison needle trap on the lock. The trap requires a DC 20 Intelligence (Investigation) check to find, and thieves' tools and a successful DC 15 Dexterity check to disable. If triggered, the needle does 1 piercing damage and 11 (2d10) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. The chest contains 673 cp, 325 sp, 17 ep, 108 gp, and 46 pp.

**H15.** This is Wat's private quarters. Wat has his leather armor and +1 shield (AC 17), *boots of elvenkind*, longsword, shortsword, and matched and balanced daggers stashed here. A gold ring set with a fire opal (2,000 gp) is secreted in the hem of an old cloak that

hangs on a peg, requiring a successful DC 18 Intelligence (Investigation) check to locate. This signifies his allegiance to the Temple's Fire priests.

**H16.** This is Dala's private room. Her leather armor hangs in a corner, and she has hidden a *philter of love* and a pair of jeweled earrings (700 gp) under a loose floorboard. A successful DC 15 Wisdom (Perception) check is required to find this stash. She also has 87 gp hidden inside her mattress.

**H17.** This is Pearl's private room. On a table is a silver case (75 gp) which is adorned with a sapphire (1,000 gp). The case is covered with thick, dripped wax topped by a half-burnt candle, making it appear to be a worthless and common candleholder. Discovering it requires a successful DC 20 Intelligence (Investigation) check. Inside the case are 19 pp embedded in wax to prevent jingling.

## AREA 2 – SMITHY AND STABLE

*A block away from the hostel, another rare stone building stands that radiates heat and smoke as you approach. A creaking sign out front bears the image of an anvil, a sign that this is the local smithy. Attached to the structure is a small stable, and the scents of brimstone and animals mingle together to make your eyes water. Inside the smithy, a very powerful man with a bushy beard and large hands pounds a metal stave, slowly shaping it into the “U” of a horseshoe while a rat-faced apprentice trundles about. In the stables, an average young man with bored, dull eyes shovels the stalls.*

The smith, **Otis** (see appendix B), is a ranger in the service of the King of Furyondy and a Knight Bachelor of Veluna, and he was formerly a watcher of activity in Hommlet. He claims to be an ex-mercenary of many campaigns, now in retirement. His apprentice and stable boy believe these claims, though his apprentice is aware of Otis's special equipment stash (see "Treasure" below). Though the smith's main skill is shoeing horses and similar work, he can mend armor and do minor weapons work, and so is kept quite busy. He is usually seen drinking quietly (though he brawls on occasion) at the Waterside Hostel.

In his role as the eyes of the Crown, Otis works with Y'dey and Murfles (see area 3), two **giant owls**, and four **sprites**. The owls roost in the thick foliage of a mighty oak nearby while the sprites are from the Gnarley Forest



and know the surrounding area well. The sprites make a temporary home high in a hollow of a nearby ipp tree that's close to the owls' oak. The sprites serve as Otis's daytime eyes, reporting activity surrounding the Temple, while the owls fill this role in the night. Otis uses his various spells to speak with the flora and fauna of the region, learning secrets of the Temple's rebuild.

**Treasure.** Secreted in the back of his shop beneath his anvil, Otis has a suit of +2 chain mail, a +2 longsword which glows to shed dim light in a 10-foot radius when a secret rune is spoken, and a pouch with a mix of 25 amethysts, chrysoberyls, pearls, and tourmalines (100 gp each). This cache can be located with a successful DC 20 Wisdom (Perception) check. Near his pallet is a chest bearing clothing and basic adventuring gear, a small table and chair, and an assortment of old but serviceable weapons, including a longbow, a quiver of 20 arrows with silvered heads, a shortsword, and a silvered battleaxe.

**Developments.** If Otis comes to realize the characters are potential allies, he may, if offered the opportunity, accompany them to the Temple of Elemental Evil. He will slay and mislead evil creatures and help those of

good alignment without unduly risking his own life. In his guise as a former man-at-arms, he asks for a suit of chain mail and a longsword, and then secretly substitutes his own magical counterparts. His sword glows only upon his utterance of a secret rune, so the magic upon it may be kept hidden for some time. He also asks a fee of an equal share of any treasure gained.

After a very few such excursions, however, he leaves the party to go it alone, as he does not wish to reveal his true identity and purposes. He believes his adventuring days are behind him, and this corner of the world is ready for new heroes.

### AREA 3 – MOTHER SCRENG’S HERB SHOP

Nestled down a narrow lane is a turf building with a dilapidated frame and a sign whose image of a mortar and pestle clearly identifies it as the herbalist shop. Inside, counters and shelves are filled with jars, flasks, bottles, and boxes, and small drawers are stuffed with herbs and the like. Bunches of vegetation of various sorts hang from the rafters or are tossed onto countertops to dry. Various infusions and concoctions are haphazardly displayed around the place. A venerable, bent woman with scraggly, gray locks sticking out from beneath an aged shawl hobbles about behind the counter, while another woman, only slightly less aged, toddles about the shop mixing herbs together in unguents, salves, and balms.

The two women in the shop are both undercover agents of the Church of St. Cuthbert and the Crown who secretly oppose the Temple activities. The elder of the two, Mother Screng, is in fact Y'dey (see appendix B), the chief cleric of St. Cuthbert in Hommlet, although currently on sabbatical. She is typically unarmored (AC 12) and unarmed (but see “Treasure” below). The shop has almost every known herb and spice—even three jars of Keoghtom’s ointment.

The younger woman, Hruda, masquerades as her old maid daughter, but is, in truth, Murfles, elf footpad (see appendix B), who is Y'dey’s assistant. She is also typically unarmored (AC 14) and unarmed (but see “Treasure” below). She is quite ugly (in her disguise), and her personality matches her looks and her tongue is sharp. Murfles reports directly to Otis in area 2. Both women are disguised to appear far older and uglier than they really are.

**Treasure.** In Y'dey's quarters, she keeps stashed a suit of +1 plate, a +1 mace, a ring of resistance (fire), a potion of flying, and three spell scrolls (protection from poison, raise dead, silence) in addition to general adventuring gear. The ring, potion, and scrolls are kept in a wardrobe along with a locked, iron box containing 50 gems (a mixture of pearls and red spinels; 100 gp each) and 10 silver ingots (10 gp each). Y'dey has the key, or the lock can be picked with thieves' tool and a successful DC 17 Dexterity check.

Murfles possesses a suit of leather armor, a dagger, a longsword, a longbow, and a quiver with 11 silvered arrows. Under a loose floorboard in Murfles's room is a sack with 290 gp, which can be found with a successful DC 16 Wisdom (Perception) check. She will lend the silvered arrows to adventurers who she believes are deserving, as needed.

**Developments.** Neither Y'dey nor Murfles will go on any expedition to the Temple (or elsewhere) unless Otis personally asks them to do so and has a sound reason for it, as they are likewise serving Furyondy, Veluna, and the cause of Good by keeping watch on the evil activity at Nulb and the Temple. Both will, however, assist parties of good alignment and intent, as quiet exploration of the Temple to discover the state of its forces and their current intentions is of great importance to both "old hags." For example, Mother Screng is willing to sell the magic ointment (for a very low price) to any adventurers of good alignment who are in real need of the magic salve, after having proved themselves in expeditions to the Temple.

In a small coop in the rear of the shop are six homing pigeons (as ravens, but without Mimicry and with an unerring ability to find their way home) which Y'dey uses for communicating with the Archcleric of Veluna. This same information is sent to Furyondy (and then to Veluna and Verbobonc) by way of Otis's regular reports; the pigeons are a back-up system.

## AREA 4 – BOATMENS' TAVERN & NULB MARKET

*This large, plain, and old building is made from dark timbers and has few windows. It appears to have once been a warehouse, and indeed, upon entering, it appears that much of it is still used for that purpose, while doing additional duty as a vast general store. Various items of soft*

*and hard goods are offered here as well as general provisions and fresh seafood.*

*At the rear of the building is situated the Boatmens' Tavern, a dirty, rough, and crass affair with a rough, timber bar. More than a dozen village folk and rivermen tip mugs of ale, beer, and wine, the clinking of pottery flagons serving to underscore the crass language that creates a din of noise.*

The Nulb Market serves as a general store where locals and visitors can obtain any normal provisions, all at standard prices; though, if the proprietor Skole, a NE male human swashbuckler (see appendix B), thinks he can fleece the patron, he certainly will jack up prices.

Skole's assistants are three villagers (**commoners**), who, if time permits, will don scale mail and shields (AC 16) and grab shortswords (+2 to hit, 3 [1d6] piercing damage). One of the men also possesses a light crossbow and 20 bolts (+2 to hit, range 80/320 ft., 4 [1d8] piercing damage). They are always working around the place, drinking at the tavern, or asleep in their quarters in a portion of the loft. Each of the assistants carries a purse with 1d6 each of cp, sp, and ep.

**Treasure.** In the back room, Skole has a chain shirt, a +2 shield, a +1 spear, and a longsword. A loose brick in the fireplace can be located with a successful DC 15 Intelligence (Investigation) check. If removed, it reveals a cache of 10 500 gp gems (three aquamarines, a violet garnet, two black pearls, and four peridots) and a woman's platinum necklace set with emeralds (8,000 gp).

The tavern can hold about 30 customers, and any time after 8 AM, 1d6 + 6 village folk and half as many rivermen (all **commoners**) from elsewhere can be found here. The barmaid, Lodriss (**commoner**), carries a normal dagger (+2 to hit, 2 [1d4] piercing damage) in her girdle and a poisoned dagger (+2 to hit, 2 [1d4] piercing damage plus 4 [1d8] poison damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour) under her skirt. After 1d4 successful hits, the poison is wiped clean, and it becomes a normal dagger until re-coated. She carries a purse with 2 cp, 7 ep, 4 gp, and 8 pp. She wears jeweled earrings (400 gp), several gold neck chains (120 gp total), four bracelets (worth 50 gp, 200 gp, 210 gp, and 500 gp, respectively), and a pair of rings (worth 200 gp and 800 gp, respectively). Lodriss is secretly the true owner of the Boatmens' Tavern, a former camp follower, and now,

mistress to Tolub, a river pirate leader who frequents Nulb to sell ill-gotten cargoes and to restock supplies.

Tolub is a **pirate captain** (see appendix B) who leads a band of 40 river **pirates**, including Grud Squinteye, a **pirate first mate** (see appendix B). All are human males.

Tolub wears +1 leather armor and a ring of protection (AC 15). He has a +2 dagger (+6 to hit, 6 [1d4 + 4] piercing damage) and a +1 battleaxe (+6 to hit, 8 [1d8 + 4] slashing damage, or 9 [1d10 + 4] slashing damage if used with two hands). He carries a purse with 7 ep, 14 gp, and 10 pp, and wears a black opal ring (6,000 gp).

Grud wears a +1 chain shirt (AC 14) and wields a +1 dagger (+5 to hit, 5 [1d4 + 3] piercing damage), a flail (+4 to hit, 6 [1d8 + 2] bludgeoning damage), and a shortsword (+4 to hit, 5 [1d6 + 2] piercing damage). Grud carries a purse with 2d6 of each coin type and wears one earring (600 gp) and a jeweled belt (7,300 gp).

Only 25% of Tolub's crew are with him at any given time; a further half are out sailing on the river, and the rest are guarding his ship. The pirate crew is at the tavern only after dark when three serving wenches (female **commoners**) are also present. The remaining 1d6 + 12 patrons are also **commoners**. Consult the table to determine whether either (or both) Tolub or Grud's half of the crew is in port.

#### D6 Crew in Port

- |   |                             |
|---|-----------------------------|
| 1 | Both out raiding for 3 days |
| 2 | Tolub in port for 1 night   |
| 3 | Tolub in port for 2 days    |
| 4 | Grud in port for 1 day      |
| 5 | Both crews in for 1 night*  |
| 6 | Check again, rolling 1d4    |

\* If both crews are in, double the crew shown for Tolub (50% instead of 25%); Grud's half of the total crew is identical.

## AREA 5 – FISHMONGER

The air here is thick with an overwhelming stench of fish and brine. A frowning, hunched man sits on a crate here, surrounded by open barrels of fish, both fresh and salted. Nearby, an open crate is nearly spilling over with writhing crabs. The man rolls a toothpick from one side of his mouth to the other with practiced ease while coldly surveying your group.



The fishmonger, **Carson** (see appendix B), is a dour man who hears much and says little until offered the right price. He is an unassuming figure, short, stout, and broad shouldered. He has long walked with a hunch due to a fall suffered in childhood. His greasy, brown hair is usually styled in an uneven bowl cut, and he normally sports beard stubble. He does a brisk business, selling fish that arrive almost daily to the locals at reasonable prices, but some also come to him for information. That is how he makes his true profit—as an information broker.

Carson is friendly with a gang of five young male human rakes (treat as **thugs**) that hang about the docks. This gang, which calls itself the River Hounds, is little more than a group of teenage thugs, but they have been paid to run messages for Carson in the past and come to his aid in a few rounds if he calls for them.

In the evenings, Carson is typically walking the docks or in the Boatmens' Tavern, drinking off his profits.

**Treasure.** He usually carries 2d10 sp and 2d4 gp on his person.

**Developments.** For 1 gp, Carson can arrange for a message to be passed to anyone in Nulb (this is done via one of his young rakes). For 5 gp, he can report on the comings and goings of a single individual for a day

or repeat a random rumor he has heard recently. He is aware that the Temple seems to be stirring with evil, unsavory types. He is neutral with regard to information, caring not who it goes to or what end it serves, so long as he is paid. He never involves himself in adventuring or violence, if possible. He also sells fish, of course, and can offer enough salted silverjacks (a small, local fish) to constitute a week's worth of rations for 5 sp.

## AREA 6 – LEECH COLLECTOR

*This small, squat building stands off on its own. It is a crude structure with wooden walls and a thatched roof. Mounted on a post outside is a much weathered, wordless sign that sports a drawing of a leech.*

The small place is the home and place of business of **Hudde** (see appendix B), a leech collector. He does an infrequent but profitable business selling live leeches to local medical practitioners, healers, druids, and similar folk. He also sells swamp reeds collected on these outings to those that make thatched roofs. During the colder months, when leeches are scarce, he brews herbal teas and remedies (mostly ineffective) created from items purchased at Mother Sceng's (area 3) and plants he collects.

Every morning, Hudde wades into the local marshes, lets leeches attach themselves to his legs, and then collects them as they become sated with blood and drop off. The process leaves him rather light-headed (due to blood loss) by mid-day, after which he returns to his shop to rest.

Hudde's shop is rather dark and dreary, and it features a wooden counter with numerous clay pots filled with leeches in damp marsh grass. Behind the counter, a door leads to a common room and a ladder that leads to a cramped sleeping loft above.

**Treasure.** Stashed in one of the rearmost clay vessels, identical to the many that surround it, is his life savings consisting of 56 cp and 36 sp under a layer of dry swamp grass. Characters opening the vessels and making a successful DC 12 Wisdom (Perception) check notice that this single vessel contains dry grass instead of wet grass.

**Development.** Although largely left alone by the Temple agents and locals alike, Hudde is paid 1 sp a week to report the arrival of all newcomers to Mother Sceng (actually Canoness Y'dey in disguise; see area 3). Hud-

de has no idea why Sceng wants this information and doesn't care enough to ask as long as the coin keeps coming. If he is followed, in addition to his usual work-related trips, he can be observed going to Mother Sceng's shop several times a week to report (and occasionally trade or pick up herbs). Following him without being noticed requires a successful Stealth vs. Perception contest.

## AREA 7 – CURIO SHOP

*This unusual building is irregular and appears to have been expanded more than once over the years, giving it a somewhat ramshackle and mismatched appearance. The whole is of wood construction and better kept than most nearby buildings, but still obviously old. A wooden sign hanging on chains displays a lantern and book, beneath the word "CURIOS" in ornate, gold-lettered print. A few short steps lead up to a porch and a freshly painted door with a large, brass knocker.*

This curio shop is run by Elris, a semi-retired adventurer from the Archclericly of Veluna. Elris is a half-elf, but his human features are more dominant; only his deep, violet eyes and slender ears hint to his mixed parentage. Six months ago, he settled down in Nulb and set up shop, purchasing a rundown tavern that had fallen into disrepair.

## KEY TO THE CURIO SHOP (MAP 19)

### U1. FRONT ROOM

*This area is crammed with all manner of items and unusual junk: furniture, old weapons, stuffed animals, maps in glass cases, garments, walking sticks, lanterns, scroll cases, odd metal keys, dishware, small statues, coffers, chests, trunks, rolled rugs, books, small tapestries, a barrel holding several polearms, and much more. Some items look nearly new, but most are old, rusty, or festooned with cobwebs or dust. Narrow "alleys" wend here and there through the junk, and the floor slopes up and down unevenly, covered in places with small throw rugs.*

*Squatting on a rocking chair in the corner of the room is a slim man dressed in dark clothing and a leather overcoat. He puffs on a slender, wooden pipe and surveys you coolly, his violet eyes glittering with seeming appraisal.*

The trapdoor in the floor is unlocked and leads to area U5.

The gentleman in the rocking chair is **Elris** (see ap-

pendix B). Elsewhere in the room, Elris's pet **mastiff**, Kragoor, rests. If his master whistles for him or if he hears raised voices, he begrudgingly rouses himself and growls menacingly at intruders. At heart, the older mastiff is a friendly beast, and he may be calmed with a successful DC 12 Wisdom (Animal Handling) check so long as Elris has not been hurt.

Doing a proper search of this room could take a very long time indeed due to the massive amounts of items here. Any character that searches the room for 30 minutes and makes a successful DC 12 Wisdom (Perception) check finds an interesting item. Roll on the table to indicate the item of interest found (or the DM can simply assign one).

#### D10 Item Found

- 1 A treasure map in a glass and wood frame. The map is real, and accurately points the way to the tomb of an infamous arch-lich in the marshlands of the Kingdom of Sunndi. Elris is willing to sell it for 100 gp.
- 2 An ancient totem fashioned of feathers and wound hair. If asked about the item, Elris looks somewhat unsettled, and mutters it is from the faraway village of Tanaroa. He offers it to the character as a gift.
- 3 A kobold skull, which may be identified as such with a successful DC 10 Intelligence (Nature) check.
- 4 A metal, heater-shaped shield bearing a symbol of a fist clutching arrows. The symbol, identifiable with a successful DC 11 Intelligence (Religion) check, is the symbol of Hextor. Those worshiping Hextor are hostile toward characters displaying the shield if they do not believe the character to be a worshiper of their god, and the followers of Heironeous attack any wielder of the shield on sight. Elris sells the shield for 50 gp.
- 5 Three matched throwing daggers in a cracked leather case. Engraved on the butt of each dagger pommel is the letter *H* in bold script. Characters making a successful DC 13 Intelligence (History) check recognize them as having once belonged to Harrala Desis, a female rogue of some repute. They could fetch 750 gp from a collector or thieves' guild; Elris sells the set for 60 gp.
- 6 A rusty barbute (helm). This item was once a +1 *helm* but was damaged by a magical attack and has lost its protective ability. It does, however, still radiate faint magic if checked, and if donned, it retains the ability to heal a wounded wearer. Any wounded individual putting it on immediately regains 1d6 hit points. This power works but once per week. If the rusty helm is worn in active combat, it serves as a normal helm but any critical hit on the wearer shatters it and renders it forever nonmagical. Elris is aware of the helm's magical aura, but not its remaining power, and he will sell it for 20 gp.

7 A tiny, wooden table; its top is carved with unusual runes. These runes are an older form of Dwarvish, translatable by someone who can already speak Dwarvish and makes a successful DC 12 Intelligence (History) check. The runes tell of a hidden dwarven mine in the hills of the Greyhawk's Wild Coast. Elris will sell it for 300 gp.

8 An ornate, antique mace with a head shaped to resemble a wyvern's head. If Smigmal Redhand (see area 336 in chapter 11) spots this weapon, she goes to great lengths to obtain it for her collection (including killing its wielder). Elris will sell the weapon for 200 gp.

9 A gnarled walking stick with a clear crystal shaped like a spindle set into the top. The crystal is actually an *loun stone of sustenance* and may be identified as such with a successful DC 15 Intelligence (Arcana) check. Removing the stone requires a successful DC 12 Dexterity check; if the check fails, the stone is damaged and rendered nonmagical. Elris is unaware of the *loun stone* and will sell the staff for 75 gp.

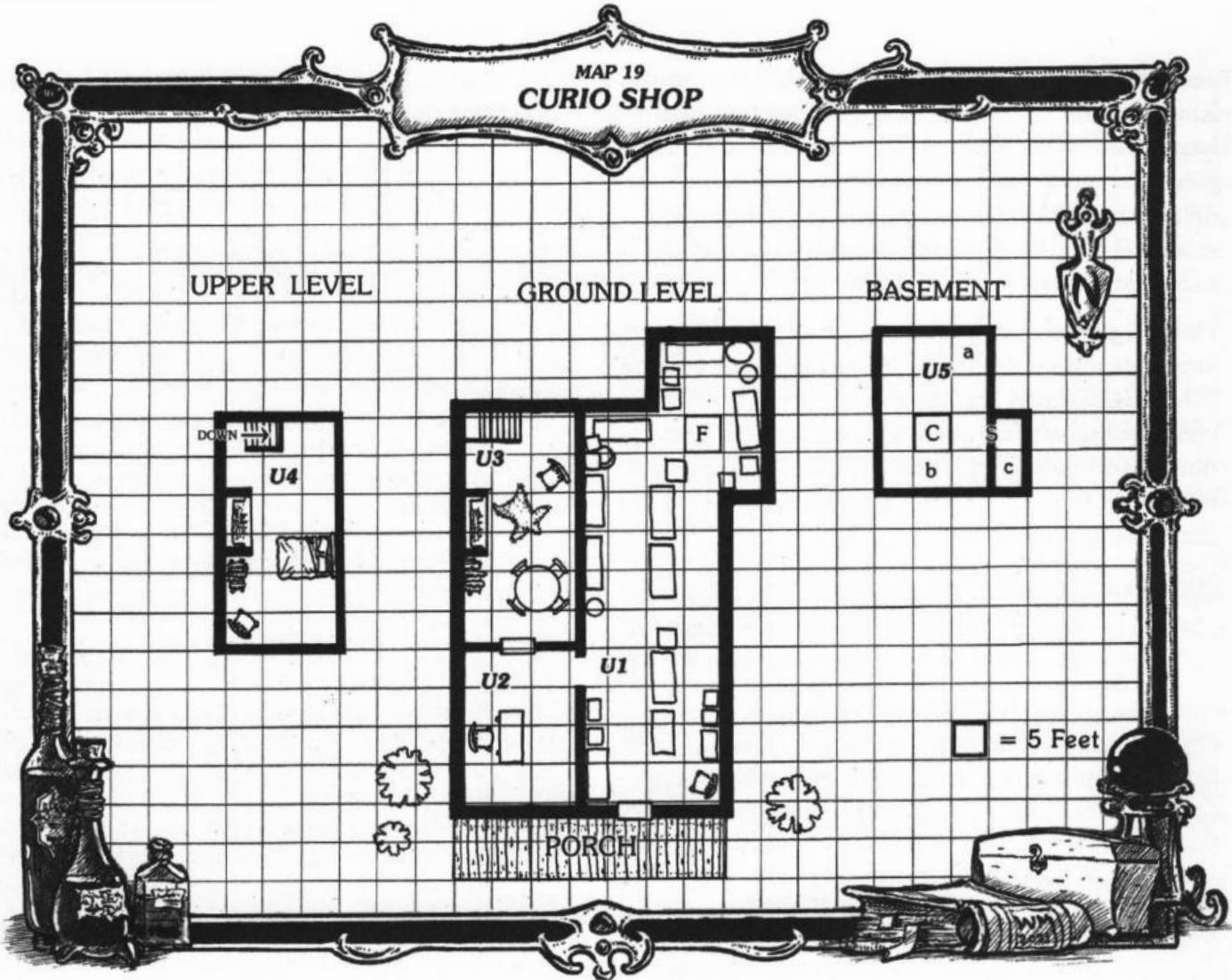
10 This thick tome has a locking, metal clasp that holds it shut. It recounts the history of Greyhawk City in some detail and contains some obscure references to Zagig Yragerne and his time as Lord Mayor of the city. If a follower of the demigod Zagyg can be located, they would happily pay 100 gp for the book. Elris does not possess the key to the lock, but the small lock may be broken with a few hard blows by a blunt weapon or picked with thieves' tools and a successful DC 12 Dexterity check. Elris sells the book for 40 gp.

If a duplicate item is rolled on the table, disregard that result and roll again until all items are found.

Elris enjoys a good haggle. If the characters desire to purchase an item from his shop and balk at the asking price, a character may bargain with Elris via a Persuasion contest or by succeeding on a DC 14 Charisma (Intimidation) check. A success on either causes Elris to lower the item's price by 10%. If a character's Persuasion check fails by more than 5 points, Elris becomes insulted and raises the item's price by 10%. If an Intimidation check fails by more than 5 points, Elris becomes annoyed and asks the party to leave his shop immediately. If a character fails a check, future checks of that same type made here by the same character have disadvantage.

**Developments.** Elris has been laying low in Nulb, speaking to locals that enter his shop and listening for rumors in the Waterside Hostel several nights a week. If he deems a character to be of good alignment and trustworthy, he is able to share the following information:

- The Temple of Elemental Evil appears to be active



again; odd types and creatures have been skulking about the grounds.

- Small groups of bandits ride from the Temple ruins toward Hommlet every few days.
- A sizable band of bugbears has entered the Temple ruins, not to be seen again.
- A dangerous group of bandits lairs somewhere in the Temple's Upper Works.

If Elris is attacked, he whistles for his hound and runs to area U3, where he bolts the southern door before running up the stairs to retrieve his magical dagger from his bedroom (area U4). If he has enough time, he also retrieves the *potion of invisibility* from the snake in area U2 and quaffs it before proceeding upstairs. His initial action in battle is to cast *mage armor*, followed by *slow* or *sleep* on a group or *color spray* on a single opponent. After that, he uses his wand on all foes he can see. His goal is to repel, not slay, and he does not wish to see his shop ruined in a magical conflict. If things go particu-

larly bad for him (such as his being wounded and his hound slain), he uses *dimension door* or *polymorph* (taking the form of a swift animal) to escape.

## U2. OFFICE

*This small room is sparsely furnished, save for an oversized writing desk. Heaped atop the desk is an untidy stack of parchment under an amber paperweight and some quill pens. A greenish snake, easily 6 feet in length, is wound around a rafter overhead.*

The desk holds records of a variety of purchases, documenting their (rough) origin if known and the price paid for them as well as a few cryptic notes suggesting further investigation of this ruin or that marketplace. The amber paperweight contains a preserved dragonfly and is worth 20 gp. Inside the desk is blank parchment, an ink bottle, several empty wooden scroll cases, and a small leather pouch that contains eight sticks of purple wax and a sealing stamp featuring an ornate letter E.

The snake is stuffed and harmless, and it may be identified as such via a successful DC 11 Intelligence (Nature) or DC 13 Wisdom (Perception) check. If the snake is retrieved and examined with a successful DC 14 Intelligence (Investigation) check, a metal flask is found inside its mouth which holds a *potion of invisibility*.

### U3. LIVING CHAMBER

*This comfortably appointed chamber holds a round table and chairs, a thick bearskin rug, and a comfortable leather-backed chair. A large fireplace is to the west, flanked by a stack of firewood and iron pokers. A framed painting depicting a scantily clad maiden on horseback riding through the woods adorns the wall to the east.*

The furnishings here are of good quality but not particularly valuable, though the painting might fetch 100 gp in a larger town or city. The door to the south that connects this room to area U2 can be barred from within, and a stout wooden bar for this purpose leans against the wall next to the door.

### U4. BEDROOM

*This bedroom is rather spartan, yet the furnishing appears to be of high quality. A large poster bed dominates the room as well as a wardrobe and a sitting chair. A large throw rug and fireplace provide some comfort. Against a far wall stands an imposing suit of armor that's rather antique in style and obviously sized for someone quite tall.*

Hidden under the bed padding, discoverable with a successful DC 10 Wisdom (Perception) check, is a small journal. The entries in the journal are written in code, which requires a successful DC 14 Intelligence check or a *comprehend languages* spell to decipher. The entries, which are recent and few, detail comings and goings in the Nulb area. The entries report small groups of bandits, bugbears, and gnolls moving through the area and sometimes being seen traveling in the immediate area of the Temple ruins after nightfall. The journal logs Elris's observations of the Temple over the past six months, and although its entries are rather limited, the Temple leaders would dispatch an assassin to eliminate him if they came to learn of it.

Although imposing, the suit of armor is harmless and may draw attention from the true threat here: the throw rug, which is actually a **rug of smothering** that attacks anyone but Elris who enters this place and lingers here

for more than a moment. Beneath the rug is a key that opens the chest in area U5.

**Treasure.** Elris keeps a +1 dagger sheathed on the suit of armor.

## U5. CELLAR AND STORAGE

These three sub-areas comprise a cellar with three storage areas.

**a. General Storage.** *This cellar is mostly empty, save for a jumble of old furniture to the north and some wooden racks holding numerous wine bottles to the south. A few disused and empty sconces are along the west and eastern walls.*

The furniture consists of three mismatched chairs, a side table, and an old, battered trunk. The trunk is empty except for a **spider**. The arachnid recently took up residence in the cellar to escape the elements and is quick to bite any hands entering the trunk.

**b. Wine Storage.** *Three wooden wine racks are here, festooned with spiderwebs. Each rack holds approximately 20 bottles of wine.*

Characters making a successful DC 12 Intelligence (History) check are able to identify three fine bottles of Velunian Amber (40 gp each) and a rare bottle of Furyondian Emerald Mist (120 gp).

**c. Hidden Storage.** The lever that opens access to this storage area is disguised as an empty torch sconce. If the eastern wall of area U5 is searched and a successful DC 15 Intelligence (Investigation) check is made, the character notices that the sconce can be rotated counterclockwise; if this is done, a panel granting access to this area slides open:

*A wall panel has slid open, revealing a dusty recess some 10 feet long, 5 feet high, and 5 feet in depth. Inside is a wooden chest bearing a hefty lock.*

Inside this hidden compartment is a small chest that holds Elris's treasure. The chest is locked but not trapped (the key to the chest is in area U4). If the key is unavailable, the lock can be picked with thieves' tools and a successful DC 13 Dexterity check.

Inside the chest are the following:

- A sack with 42 gp, 230 sp, and 42 ep
- A *wand of enemy detection* in a leather case

- A traveling cloak of fine elven make, decorated with green swirls (400 gp)
- A belt pouch that holds a *potion of greater healing* and a *potion of speed*

**Development.** Elris is curious as to whether the rumors about the Temple and its surroundings were true and has been watching what goes on in town and the nearby ruins. He doesn't get much business from the locals, but that bothers him little as he is living off his previous earnings from past adventures. Elris is not aware of the true identities of those at Mother Sceng's herb shop, but they have recently begun observing him.

Elris is of true neutral alignment; he watches Nulb with cool detachment and derives some entertainment guessing as to the true motivations of the various folk. He is certain that the Temple of Elemental Evil is again active on some level. He may help good-aligned characters if he thinks them capable, but under no circumstances does he accompany a party to the Temple grounds. He views the rise of the Temple as undesirable because of the chaos it would bring to the surrounding area, and that is slowly eroding his normal "hands off" approach. A burglary attempt soon after he set up shop went poorly for the would-be robbers, and the locals have kept a respectful distance from him since, but if he begins meddling in Temple affairs, that will change as harm eventually befalls him.

## AREA 8 – LEASED HOUSE ON THE RIVER

There are several residences on the opposite side of the river. Three of these are uninhabited, but one is leased to the elf big game hunters (see area 9, chapter 6).

*This small cottage is situated on the muddy banks of the river. The house itself is run-down, with shutters hanging askew and overgrown weeds out front. It appears abandoned. A dilapidated, wooden dock juts into the river out back.*

Every few weeks, the half-elf Tomyris and his hunter gang arrive here in the dead of the night and set up shop in the cottage. They lease the building from the mayor of Nulb, who seized the property from the former owner for not paying taxes. Since they use darkvision, they don't require lights. Still, the sound of their off-loading and re-loading plus the captured animals are the source of rumors this place is haunted.

The interior of the cottage is two rooms. Both reek of animals, as animals and monsters are held here for a few days before nighttime transfer to one of Tolub's barges.

In the main room are several large, metal cages of various sizes. Keys to the holding pens are on a large ring hanging near the door. There is also a pile of hay and several shovels and pitchforks.

The back room was once a bedroom. It is now gutted and used by the hunters to rest while awaiting a pickup. There are four hammocks and a few empty storage lockers here. A loose flagstone concealed under a tattered carpet hides a secret hollow. It can be located with a successful DC 18 Wisdom (Perception) check.

**Treasure.** Inside the secret hollow is a leather sack holding 250 sp and 50 gp. This is the band's petty cash while in town. There is also a bronzewood box (75 gp) that holds eight doses of sleep poison (DC 13 Constitution saving throw or become poisoned for 1 hour; if the save is missed by 5 or more, the target is unconscious while poisoned) and a leather quiver custom designed to hold 16 hand crossbow bolts. Currently, only eight are in the quiver, but each one has a silvered head (worth 1 gp each) and green fletching.

## AREA 9 – TAXIDERMIST

*This small shack is located just outside of the village. It's a simple, wooden house with green shutters and a stag head mounted on a metal plaque hanging over the open doorway. The dark interior is lit with several flickering candles to reveal numerous stuffed animals in a variety of poses. These include a pale wolf, a menacing brown bear on two legs with paws outstretched, and a mountain goat with a single, spiraled horn on its forehead. The walls are covered with mounted animal heads intermixed with displayed fish.*

This shop belongs to Grelb, a LE male human **commoner** and taxidermist by trade. Although short, he is stocky with thinning, blonde hair and a clean-shaven face. Grelb makes an honest living stuffing and preserving animals and fish. His typical clients are the wealthy and nobles of larger cities such as Verbobonc. Thus, he often ships and receives various animal parts and entire creature bodies. These are typically preserved via *gentle repose* spells or, sometimes, just mundane ice. Grelb then goes to work preserving the bodies and adding an artist's flare with some dramatic pose. His creations are also for sale, typically fetching 1d6 × 10 gp.

The front room of his tiny abode is a creepy showroom. Some of the more unusual mounts include:

- A stirge mounted on a log
- A crab, nearly 3 feet wide at the carapace
- A winter wolf
- A goat that appears to be a unicorn. Grelb surgically removed its other horns and attached a custom-designed, spiral horn; the ruse can be discovered with a successful DC 14 Intelligence (Investigation) check.
- A golden-scaled trout (the gold scales are real; worth 200 gp)
- A cockatrice
- A death dog
- An albino giant lizard

A tiny back room is Grelb's apartment. It's a simple room with a bed covered with pillows, a table and two chairs, a small woodburning stove with a pile of nearby logs, and a cabinet with foodstuffs.

**Treasure.** One of the logs is hollow, which can be dis-

covered with a successful DC 15 Wisdom (Perception) check. Inside is a pouch holding 37 pp, a silver chain (600 gp), and three black pearls (500 gp each). There is a silver armadillo (250 gp) underneath one of the pillows.

**Developments.** Grelb makes his real money getting rid of bodies. His primary clients are Dick at the Waterside Hostel (see area 1) and the pirate captain Tolub (see area 4), but for a fee, he will dispose of any dead body with no questions asked. In the Village of Nulb, this business is booming, which explains his wealth since he rarely makes a taxidermy sale. The bodies are tossed into the Sunken Silo (area 13) under the cover of darkness.

## AREA 10 – GAME BUTCHER

*Just off the road to Sobanwych is a large barn. The doors are wide open and a sign on a nearby post depicts several cuts of meat under a crossed pair of cleavers. From behind the building comes a curl of white smoke.*

The butcher in Nulb is a young human **commoner** named Barth. He is barrel-chested with wild, red hair and a sloppy beard. He wears a blood-soaked leather



apron and always seems to have a cleaver in one hand (+2 to hit, 2 [1d4] slashing damage), which he often waves about while talking. Although uncouth and vulgar, despite his appearance he is basically an upstanding citizen.

He specializes in game butchering, and is willing to carve up the strangest monsters, viewing it as a challenge. The barn has a bloody table with a dizzying array of knives, cleavers, and small saws hanging from its side. A pedal-driven sharpening wheel is located in the corner. Hanging throughout are haunches of meats, mostly venison and hill goat, although a few cows and hogs are present, too. Meats are dried into jerkies or, more likely, smoked with a variety of scented hardwoods he cuts and hauls back to his barn. His bronzewood venison jerky is an acquired taste and sells for 6 sp per half pound.

Barth lives alone in the loft of the barn, although he fancies the baker's daughter (see area 12). He is saving enough coin to purchase a ring and ask for her hand in marriage. The thought of free pastries is very appealing.

**Treasure.** Stuffed in his mattress, which can easily be found, is a pouch of 34 sp, 22 gp, and a tiny garnet (100 gp).

## AREA 11 – CANDLEMAKER

*This small shop is located in the middle of the village. It's a pink building with yellow shutters and seems to be in good condition. A sign out front depicts several candles and is covered with wax drippings.*

Lady Nastia is a long-time resident of Nulb. She learned the art of candle making in the City of Greyhawk but prefers the laid-back style of country life. When she first arrived, many whispered she was on the run. She is now in her late fifties with long, black hair streaked with gray. Her hands are calloused and burned from years plying her trade.

The front of her shop is filled with tables and shelves holding hundreds of candles. Although standard candlesticks are for sale (in a variety of lengths and colors), many alternate shapes and sizes are on display. Several are crafted into woodland creatures or symbols and even figures. Smaller candles cost 1d4 cp, but some of the larger, fancier candles cost up to 1 gp. She even sells black candles that give off an unpleasant odor to insects for 2 sp each.



The back room is locked at all times (Nastia carries the only key). The lock can be picked with thieves' tools and a successful DC 17 Dexterity check. The windowless room is her workshop, and is stacked with blocks of wax, molds, and a variety of vats to melt the wax. An *arcane locked* secret trapdoor can be found with a successful DC 18 Wisdom (Perception) check. It conceals a 5-foot-square compartment.

**Treasure.** There is an unlocked, wooden chest in the secret compartment. The interior is divided into six compartments. Three are empty, but the other three hold valuables:

- Six rubies (500 gp each) with a note that these are to be delivered to Tolub in two weeks
- A bag of 50 pp with a note that these get passed along to the "usual courier at the Hostel"
- A platinum chain (1,100 gp) and a matching set of earrings (400 gp) with a note that these are to be delivered to Malub of Dyvers

**Developments.** Lady Nastia was killed years ago, and her likeness assumed by a **doppelganger**. The candle shop is now run by a band of smugglers out of Ver-

bobonc. They specialize in smuggling small, stolen goods (mostly gems and jewelry) concealed in the wax candles. Once the candles arrive at their destination, the candles are melted down and the illicit goods are recovered.

## AREA 12 – BAKER

*This small, two-story cottage has sickly, yellow walls. The aroma of sweetcakes in the oven wafts throughout the air here. A sign hangs over the door displaying a variety of cakes and pastries.*

The bake shop in Nulb specializes in sweets: cookies, pastries, and sweetcakes. The shop is run by **Zentrem** (see appendix B), a former tavern performer who tired of life on the road. He settled down in Nulb with his wife, Suella, and their daughter, Malora (both **commoners**), and opened this sweet shop. Both are somewhat portly due to their profession, and Zentrem has a jovial face with a carefully trimmed beard and long, graying hair always pulled back in a ponytail. Most of their wares are sold to the Waterside Hostel, although some are shipped out of the village either via caravan or river barge.

The front room has three hearths for baking and several tables for preparation. Suella works the front of the room, creating displays and selling goods, while Zentrem does most of the baking. A thin staircase leads to their loft apartment. This is a comfy room with carpet, a large bed, two closets, and a divan.

These two are accomplished bakers, and have a brisk business selling sweets. But Zentrem is also an accomplished poisoner, and that is how he makes most of his coin. His primary customers are Dick at the Waterside Hostel (see area 1) and Tomyris, the half-elf big game hunter (see area 9, chapter 6). Dick prefers pastries laced with poison (always marked with a specific wild berry) to give to patrons who will be robbed—or worse—later. Tomyris deals specifically in sleep poison for hand crossbow bolts. But, lately, Zentrem's laced baked goods have been transported to Verbobonc and as far away as Dyvers for new clients.

**Treasure.** One of the closets has a hidden panel on one wall that hides a secret compartment. This can be located with a successful DC 20 Wisdom (Perception) check. Inside is a locked, mahogany case (300 gp). Zentrem has the key in his left shoe, but the lock can be picked with thieves' tools and a successful DC 14 Dexterity check. Inside are 12 vials of poison. Four of these are basic poison (*Player's Handbook*, p. 153), and eight are sleep poison (DC 13 Constitution saving throw or become poisoned for 1 hour; if the save is missed by 5 or more, the target is unconscious while poisoned). The compartment also houses a sack holding 650 gp.

## AREA 13 – THE SUNKEN SILO

*Located in an open field, this round silo appears to have collapsed in a sinkhole. The decrepit roof is mostly intact and nearly even with the ground.*

This is an abandoned farm. The ground here was just too wet to support crops. Shortly after the residents left (under suspicious circumstances), the sinkhole opened and swallowed the silo. The locals now refer to it as the sunken silo, and it is generally avoided (and for good reason).

The silo is about 40 feet in diameter and was about 60 feet high. The interior reeks of mold and organic debris. The interior shaft can be climbed with a successful DC 15 Strength (Athletics) check. At the bottom is a tangled mess of dirt and decaying grain intermixed with bones! A single **ghoul** lurks here, unknown to most of the village. The ghoul has plenty to eat (see “Developments” below) but does occasionally exit the silo and wander about the outskirts of the village deep at night.

**Treasure.** For every 10 minutes the characters spend combing through the refuse at the bottom of the silo, they find 2d6 sp and 2d4 gp. There is a total of 44 sp and 23 gp here.

**Developments.** Grelb the taxidermist (see area 9) is aware of the ghoul and uses the silo to dispose of bodies. This keeps the ghoul fed and appeased. If business slows down, Grelb gets some scraps and entrails from the game butcher (see area 10) to supplement the ghoul's hunger.

## CHAPTER EIGHT

# Ruins of Elemental Evil

**H**e road leading from Nulb to the Temple is rutted and spotted with rank weeds—thistles, burrs, thorns, nettles, etc. Some foot and animal traffic has been using the track, but it is not a busy thoroughfare, as most travelers between these points avoid using the road, so as not to leave a discernable path.

As you approach the Temple area, the vegetation is disconcerting—dead trees with a skeletal appearance, scrub growth twisted and unnaturally colored, all unhealthy and sickly looking or exceptionally robust and disgusting. The ruins of the Temple's outer works appear dark with overgrown mounds of gray rubble dotted with blackish weeds. Skulls and bones of humans and humanoids gleam white here and there amidst the weeds. A grove of some oddly stunted and unhealthy-looking usk trees still grow around the northern end of the former Temple compound, and a stump of a tower juts up from the northeast corner of the shattered wall. The leprous gray Temple, however, stands intact, its arched buttresses somehow obscene with their growth of climbing vegetation.

Everything surrounding the place is disgusting. The myriad leering faces and twisting, contorted forms writhing and posturing on every face of the Temple seem to jape at the obscenities they depict. The growth in the compound is rank, and crushed stems either emit foul stench or raise angry welts on exposed flesh. Worst of all, however, is the pervading fear which seems to hang over the whole area—a smothering, clinging, almost tangible cloud of vileness and horror. Sounds seem distorted, either muffled and shrill or unnaturally loud and grating.

Your eyes play tricks. You see darting movements out of the corner of your eye, just at the edge of vision; but when you shift your gaze towards such, of course, there is nothing there at all. You cannot help but wonder who or what made the maze of narrow paths through the weedy courtyard. What sort of thing would wander here and there around this ghastly edifice of evil without shrieking and gibbering and going completely mad? Yet, the usual mundane sounds of your travel are accompanied only by the chorus of the winds, moaning through hundreds of Temple apertures built to sing like doomed souls given over to the

tender mercies of demonkind, echoed by macabre croaks from the scattered flapping, hopping, leering ravens.

There is no doubt. You have come to a place of Ineffable Evil. Still, it is most certainly a place for high adventure and untold treasures. It is time to ready spells, draw weapons, check equipment, and set forth into the maze of peril that awaits you.

Three areas of the ruins (also called the Outer Works or Upper Works) are described in detail: The Broken Tower (area A), the Building Ruins (area B), and the Temple (area C).

## GENERAL FEATURES

The Ruins of Elemental Evil are depicted on map 20.

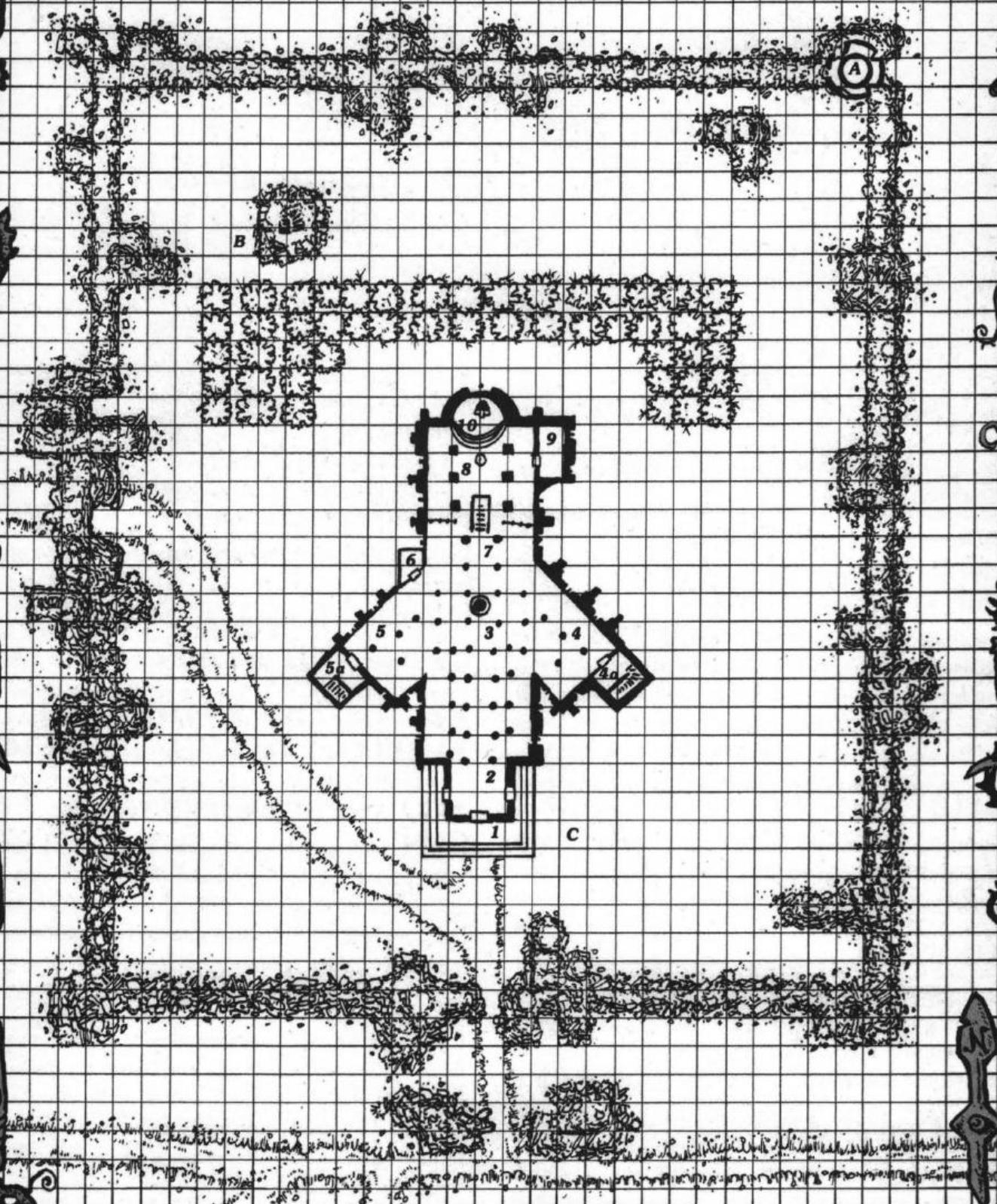
**Exterior.** The thrown-down works and razed buildings are displayed on the map. All ground in and around the place is overgrown by weeds, so observation is restricted to 15 feet in any direction with regards to objects of 6 feet or lesser height, except on the remains of the road and path. In these two areas, weed growth is scattered and shallower.

**Poisoned Uskfruit.** The pale blue uskfruit growing on the trees is small, misshapen, and splotched with angry red patches. One in six of these fruits are poisonous; the consumer must make a successful DC 13 Constitution saving throw or suffer the loss of 1 point of Strength per hour and become poisoned. A victim may attempt a new saving throw every hour, ending the effect on itself with a success, or suffer another point of Strength loss and remain poisoned on a failure. If the target's Strength reaches 0, the victim is reduced to 0 hit points and is dying. The dying target must make a death saving throw each hour thereafter, with three successful saves meaning they have recovered. Once the effect is ended, all lost Strength returns after a long rest.

**Wandering Monsters.** This table applies to encounters outdoors in the immediate area surrounding the Temple on map 20. Roll 1d20 every 10 minutes of travel with an encounter occurring on a 1. Roll 1d20 again to determine the type of encounter.

MAP 20

## THE RUINS OF ELEMENTAL EVIL



□ =30 Feet

## WANDERING MONSTERS: AROUND THE TEMPLE

D20	Encounter	# App	XP	Source	Notes
1-3	Bandits	1d6 + 6	25	MM, p. 343	See description
4	Rock reptile	1	200	Appendix C	
5-8	Giant ravens	1d8 + 8	50	Appendix C	
9-12	Giant rats	2d4 × 10	25	MM, p. 327	
13-20	Drelb	1	1,100	Appendix C	

## BANDITS

Any encounters with bandits reduce the total numbers found within the Broken Tower (area A). Each encounter includes one officer. Begin with the bandit sergeants (see below); after both sergeants are defeated, move to **bandit leaders** (see appendix B). If both bandit leaders are defeated, move to the **bandit captain**. Once all the officers are defeated, the bandits gradually depart a few at a time (1d6 per week) as they lose morale.

A bandit sergeant has the statistics of a **bandit** with the following changes:

- Its AC is 18 (chain mail, shield).
- It has 13 (2d8 + 4) hit points.
- It has a walking speed of 20 feet.
- It is armed with a longsword (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands), a javelin (+2 to hit, range 30/120 ft., 3 [1d6] piercing damage), and a dagger (+3 to hit, 3 [1d4 + 1] piercing damage).

## DRELB

The encounter with the **drelb** (see appendix C) only occurs at twilight or at night. Otherwise, no encounter occurs.

## GIANT RATS

The upper reaches of the Temple are overrun with scores of **giant rats**. These vermin are very hungry and attack without provocation. However, if 50% or more are slain, the rest scatter.

## GIANT RAVENS

There are 16 **giant ravens** (see appendix C) that roost in the Upper Works of the Temple. They harass the characters with their Mimicry and generally make a great

deal of noise (which could alert the bandits in area A). Once all are slain, no more appear.

## ROCK REPTILE

This solitary predator lies in wait on a rocky section of rubble using its Camouflage trait. The **rock reptile** (see appendix C) attacks with blinding speed but is hoping for a quick kill (and then to drag its prey back to its lair). If it becomes engaged in a prolonged fight, it flees once reduced to 10 hit points or fewer.

## SCALING THE ENCOUNTERS

The encounters presented in the Ruins of Elemental Evil were designed for five to eight 1st- or 2nd-level characters. For this conversion, they are presented as they occurred in the original text. Most parties of fifth edition characters range in size from four to six, likely all 2nd-level, assuming they've already explored the Ruined Moathouse and other locations. The wandering monster encounters listed above should still suffice for low-level characters, but the DM may wish to limit the numbers of bandits, giant ravens, or giant rats encountered at a single time as follows:

**Bandits.** Reduce the number appearing to 2d4 plus an officer.

**Giant Ravens.** Reduce the number appearing to 2d6.

**Giant Rats.** Reduce the number appearing to 3d6.

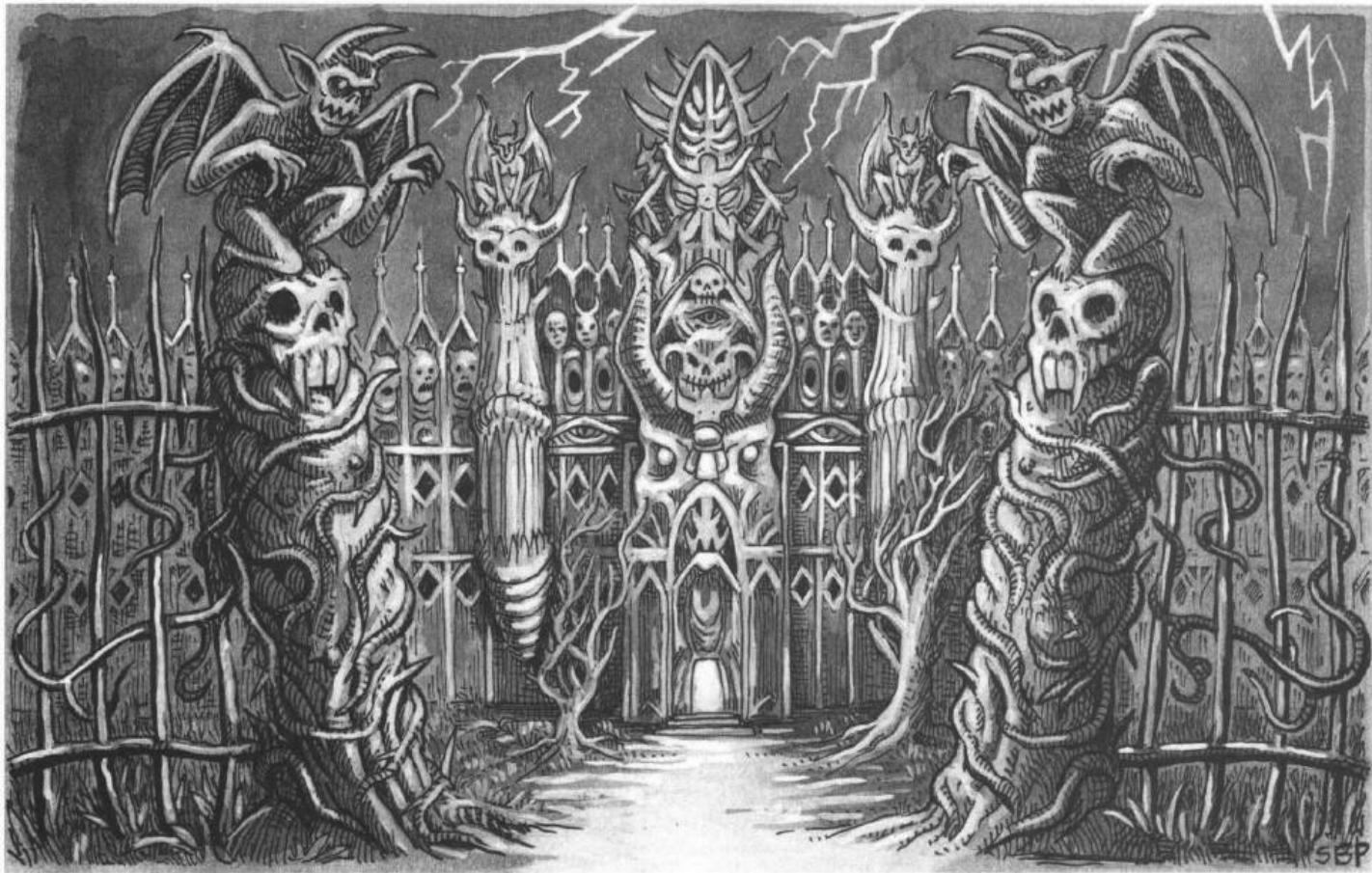
## KEY TO THE RUINS OF ELEMENTAL EVIL (MAP 20)

### AREA A – THE BROKEN TOWER

**DM Note:** Before beginning the encounters herein, be sure you are familiar with the Tower's detail map (map 21), its occupants, their defense strategy (detailed below), and the other combat notes given hereafter.

### GENERAL FEATURES

**Construction.** Some general details can be discerned from a distance, but do not emphasize the Tower's existence to the players until they actually draw near. It appears as a jagged stub standing above the razed walls, though what still stands is remains strong and solid. Entering by the door reveals only low, stone walls, a little over waist height, leading from the exterior wall to sup-



port columns. These serve to channel entrants through a passage some 8 feet wide.

The Tower cannot be entered from above; the second and third levels have collapsed, forming an impassable jumble of jagged rock. The giant ravens which roost above croak a warning to the guards if intruders are sighted.

**Doors.** There is a single, heavy door that is barred and chained shut from the outside. The bar on the outside of the door is something of a ruse; it can be disengaged from inside. A successful DC 15 Intelligence (Investigation) check reveals the ruse. It is, however, solid from the outside, and must be bypassed as normal, requiring thieves' tools and a successful DC 16 Dexterity check to pick the lock, free the chain, and slide the bar off before the door is accessible.

**Arrow Slits.** The two slits at ground level are screened by heavy, black, felt draperies; anyone trying to peer in from outside sees only darkness. These provide three-quarters cover (+5 bonus to AC and Dexterity saving throws) to targets on the interior side of the tower.

**Illumination.** The tower interior is lit by a dozen torches in sconces.

**Wandering Monsters.** There are no true wandering

monsters found within the Tower. Four **bandits** are on duty at all times, each peering out of an arrow slit. The number and disposition of forces (bandits and giant ravens) will depend on the actions taken by the characters; see "Defense Strategy" below.

## SCALING THE ENCOUNTERS

There should be little need to scale encounters in this section for a group of 1st- to 2nd-level characters. Since the DM determines the number and disposition of enemy forces, carefully arrange the numbers of bandits and/or giant ravens faced to represent an easy or average challenge for a group of low-level characters. Remember, also, that these bandits are not fanatical followers of the Temple; they will flee if it becomes too inconvenient to maintain a base of operations here. As such, successful heroes may find themselves facing fewer and fewer bandits as they go, as the rest retreat (possibly back to Nulb) to fight another day.

At most, heroes should encounter one bandit per party member. For DMs who prefer random rolls, 2d4 bandits is a good number. For 1st-level parties, the captain can be replaced with an additional leader. See also "Defense Strategy" below.

## TOWER EXTERIOR

The jagged stub of a large tower stands up from the razed walls. Two small, black birds are perched on the tower top, about 25 feet up. One heavy door can be seen, barred and chained shut from the outside. Arrow slits are visible on either side of the door; peering in reveals only blackness beyond.

An illusion at the Tower's top renders all creatures thereon to appear smaller. If a character spends an action to examine the Tower's top, a successful DC 18 Intelligence (Investigation) check reveals this magical deception. The "small birds" are, in fact, two of the 16 **giant ravens** (see "Wandering Monsters: Around the Temple" above) that roost in the upper reaches of the Tower, serving as guards for the bandits that also occupy the area. Most of the giant ravens are out of sight, roosting on the timbers where the third story collapsed and broke through to the second level. Of course, if the party has killed all 16 of these giant ravens in random encounters, omit this detail from the Tower description.

This Tower is occupied by 26 human bandits. There are 21 normal **bandits**, although they are armed and armored as described below. The five remaining are officers, including two bandit sergeants (see below), two **bandit leaders** (see appendix B), and a **bandit captain**.

**Bandit Footmen (4).** Each one wears ring mail (AC 14) and carries two javelins (+2 to hit, range 30/120 ft., 3 [1d6] piercing damage) and a spear (+2 to hit, range 20/60 ft., 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands).

**Bandit Footmen (4).** Each one wears studded leather armor and uses a shield (AC 15), and wields a longsword (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands) and a spear (+2 to hit, range 20/60 ft., 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands).

**Bandit Crossbowmen (4).** Each one wears scale mail (AC 15) and wields a light crossbow (+3 to hit, range 80/320 ft., 5 [1d8 + 1] piercing damage) and a battleaxe (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands).

**Bandit Archers (9).** Each one wears chain mail (AC 16, speed 20 ft.) and wields a shortbow (+3 to hit, range 80/320 ft., 4 [1d6 + 1] piercing damage) and a shortsword (+2 to hit, 3 [1d6] piercing damage).

**Bandit Sergeants (2).** A bandit sergeant has the statis-

tics of a **bandit** with the following changes:

- Its AC is 18 (chain mail, shield).
- It has 13 (2d8 + 4) hit points.
- It has a walking speed of 20 feet.
- It is armed with a longsword (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands), a javelin (+2 to hit, range 30/120 ft., 3 [1d6] piercing damage), and a dagger (+3 to hit, 3 [1d4 + 1] piercing damage).

**Bandit Leaders (2).** Each one wears plate armor (AC 18) and carries a morningstar (+4 to hit, 6 [1d8 + 2] piercing damage), a spear (+4 to hit, range 20/60 ft., 5 [1d6 + 2] piercing damage, or 6 [1d8 + 2] piercing damage if used with two hands), a heavy crossbow (+3 to hit, range 100/400 ft., 6 [1d10 + 1] piercing damage), and a dagger (+4 to hit, 4 [1d4 + 2] piercing damage).

**Bandit Captain.** The bandit captain wears chain mail and carries a +2 shield (AC 20). He wields a +1 longsword (+5 to hit, 7 [1d8 + 3] slashing damage, or 8 [1d10 + 3] slashing damage if used with two hands), a handaxe (+4 to hit, range 20/60 ft., 5 [1d6 + 2] slashing damage), and a dagger (+5 to hit, 5 [1d4 + 3] piercing damage).

**Treasure.** Each bandit carries a small amount of personal wealth:

- The captain has 11 gp and 27 pp.
- The two leaders each have 2d6 ep, 2d6 gp, and 2d6 pp.
- The two sergeants each carry 1d6 sp, 1d6 ep, and 1d6 gp.
- The remainder of the bandits carry 1d6 cp and 1d6 sp each.

## DEFENSE STRATEGY

The positions and details noted above apply only if the characters manage to approach completely undetected and somehow learn of the interior arrangements through means such as *invisibility*, *clairvoyance*, or the like.

If the party's approach is observed by either bandits or giant ravens, all but two torches are immediately extinguished, and the crossbowmen and four archers move to cover the door with their missiles. The balance of the bandits grab spears and shields and forms a wall two ranks deep about 5 feet northeast of the entryway, behind the ranged troops. (This may raise their AC by 2 if they weren't already using a shield.) The leaders take station

on each flank. Behind the ranks, the captain and one sergeant stand ready to move as the need arises (left, right, or upwards). The two archers on the stairway, at their arrow slits, remain in position to fire at opportune targets.

The moment the characters interact with the door, the remaining torches in the main room are extinguished. The lanterns in the two rooms remain alight as they are not normally detectable from here. As soon as the door is opened and the characters are illuminated or silhouetted, the bandits attack with arrows, bolts, and spears. If the intruders flee, they are fired upon again. If they advance, the bandits use flanking fire while their forward line of footmen engages.

**Tactics.** As soon as the combat begins, give the bandits the following advantages, assuming that the party was observed and that they forced entry through the front door:

1. The bandits automatically gain surprise in the first round.
2. The bandits have advantage on their initiative check.
3. The bandits have advantage on all attack rolls for ranged weapons when attacking illuminated or silhouetted targets.
4. The interior of the room is considered to be darkness. The bandits, however, do not suffer this penalty for darkness as they are intimately familiar with the interior layout of the tower and their own strategy for battle. Unless a character has darkvision, their attack rolls are made with disadvantage until the chamber becomes illuminated.

After the first round of ranged attacks, the party's actions determine the actions of the leaders:

- If the party flees, they reload crossbows.
- If the party hesitates, they pick up spears.
- If the party enters, they draw their morningstars.

Remaining bandits hurl extra javelins or spears before drawing melee weapons. Archers and crossbowmen continue ranged attacks. Bandits in the front rank hurl spears, draw swords, and advance. Those in the rear level their spears and move forward. The captain throws his handaxe, and his associate bandits fire their crossbows before drawing melee weapons and moving to any threatened area.



If the characters hurl oil, employ area-of-effect magic, or otherwise present a serious threat, one of the leaders moves to the south-central pillar and releases a chain that triggers a fall of several hundred pounds of rocks and loose stone. Each target in the area from the door to the retaining walls must succeed on a DC 14 Dexterity saving throw or suffer 6 (1d12) points of bludgeoning damage and be stunned and blinded for 1 round. A successful save halves the damage and negates the conditions. Meanwhile, the captain Dashes to his room (area B3), slams the door, and bars it (which takes an action), and flees through the secret trapdoor.

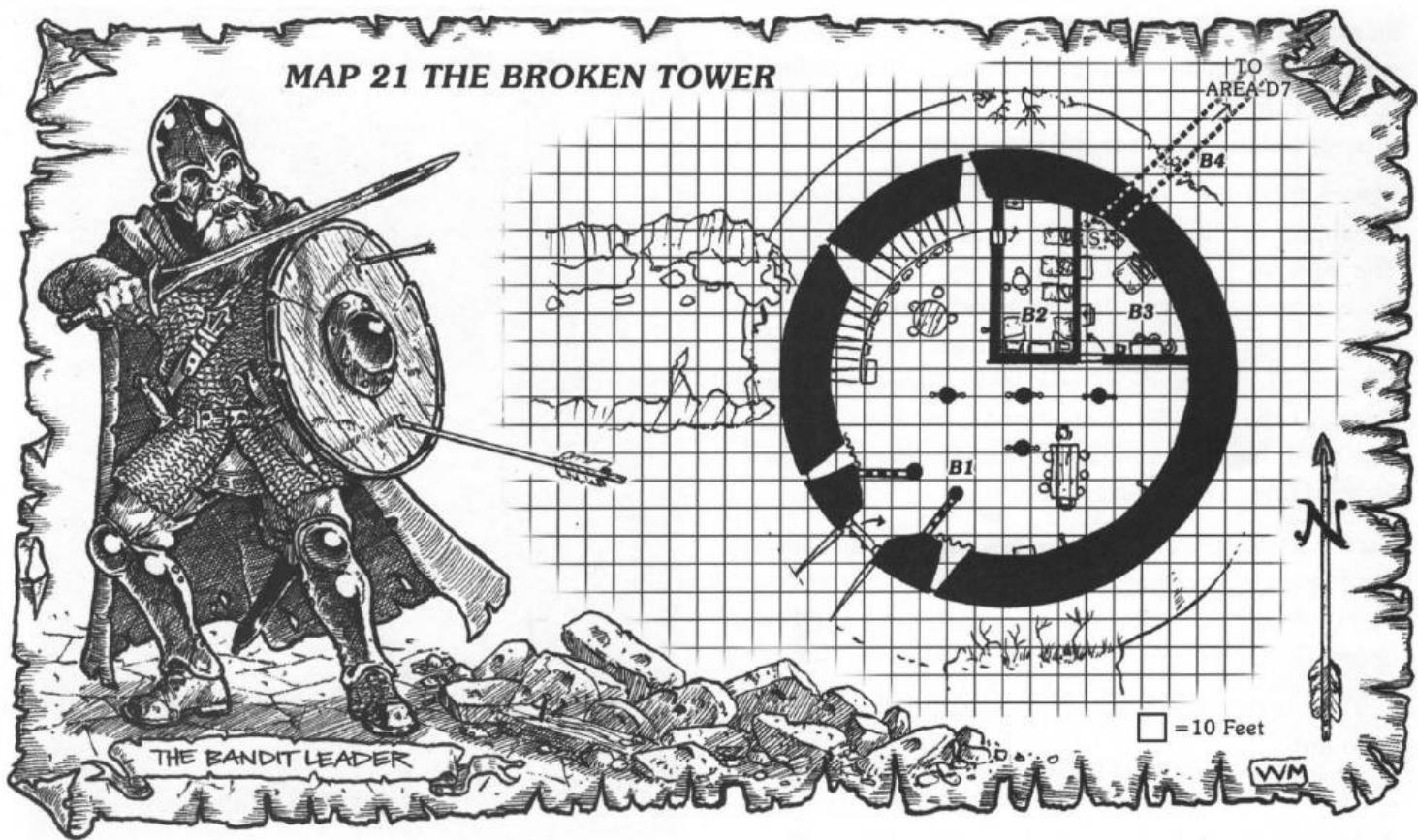
## KEY TO THE BROKEN TOWER (MAP 2I)

**DM Note:** It is important to carefully read the “General Features” and “Tower Exterior” sections under area A above, as the exact number and disposition of bandits currently in the Tower depends on a number of factors explained therein.

### B1. MAIN ROOM

*This large room, about 130 feet in diameter, resembles about a three-quarters pie shape. At the northeastern corner, an area has been squared off with walls. Doors can be*

## MAP 21 THE BROKEN TOWER



seen on both the southernmost of these walls, about halfway along, and the westernmost wall near the far north. The room itself is clearly lived in, decorated with crude tables, benches, chairs, and stools. Heaps of old blankets and brown cloaks lie by the walls, and several sacks near them are filled with foodstuffs. On the tables are mostly empty bottles of wine, knucklebones, dirty plates, and mugs.

It seems clear that the bandits live in this place, eating, sleeping, and gaming while awaiting further raids. If the rafters are examined, various smoked meats, sausages, and bags of onions and herbs can be found, enough to supply the inhabitants for a full week. Under the ascending, stone spiral staircase are five large barrels. The two largest contain water, the next two contain beer, and the smallest (still a good 40 gallons) is nearly filled with sour, cheap wine—the same as in the cups on the tables. A bale of blankets is also stuffed under the stairs, evidently loot from some hapless merchant.

### B2. NORTH ROOM

This room is 60 feet long by 30 feet wide and contains five rough beds, a round table, three stools, a chest of drawers with a lantern atop it, and a padlocked, iron-bound oak chest.

This is the quarters of the two leaders and two sergeants of the bandit band. There is an extra, currently unused bed. The chest of drawers contains some old worn clothes, personal effects, and the like.

**Treasure.** The padlocked chest (each leader and sergeant have a duplicate key) can be opened with thieves' tools and a successful DC 13 Dexterity check. Inside is a *potion of healing*, a sack containing 300 ep, a jeweled dagger (250 gp), and four bolts of silk (worth  $1d6 \times 10$  gp each).

### B3. NORTHEAST ROOM

This room contains a comfortable bed heaped with quilts and pillows, a table and two chairs, a small desk with a stool, a chest of drawers, and a padlocked iron box. On the table are a few pewter dishes, a bottle filled with brandy, and some slightly wrinkled apples. It seems clear that whoever occupies this room rates more comfort than those in the rest of the ruined tower.

This is the private chamber of the captain, and includes information about his intended victims, the plans of the crew, and his personal treasures and possessions. There is little to no information here about the Temple itself or its forces; while the bandits are in league with

the forces of Elemental Evil, they are not privy to the Temple's greater plans.

Inside its fold-down top, the desk holds a few quills, an inkwell, and several sheets of parchment. One sheet bears a list of possible victims (including the money-changer at Hommlet; see area 15 in chapter 4). The other sheets are blank, but if the correct one is held up to a strong light, a crude map is revealed, showing the secret tunnel out of the tower to a nearby safehouse and into the Third Level of the Temple dungeon, if entry is desired. (See area B4 for details.) This map is depicted on player handout 6.

**Treasure.** The chest of drawers contains a shortsword with a topaz in its pommel (500 gp) and a suit and hooded cloak of brown velvet trimmed with fur (200 gp), along with other normal clothing, grooming, and personal odds and ends.

The iron chest is trapped with poison needles which project to either side of the lid when raised. Finding the trap requires a successful DC 13 Intelligence (Investigation) check, and disabling it requires thieves' tools and a successful DC 13 Dexterity check. If triggered, the trap has +3 on the attack roll and on a hit deals 1 piercing damage and 14 (4d6) poison damage, and the victim must succeed at a DC 15 Constitution save or be poisoned for 1 hour. Inside the chest is the total coinage of the bandit group, amounting to 384 cp, 556 sp, 106 ep, 277 gp, and 91 pp.

Hidden in the floor is a loose flagstone which can be found only with an active search and a successful DC 15 Intelligence (Investigation) check. The flagstone can be lifted to reveal a bronze ring set into the floor. The pivot is mechanically linked to the trapdoor beneath, which is counterbalanced to raise and lower with ease and with but a little noise. If the trapdoor is closed from below, the flagstone also closes neatly and locks into place. The shaft below is about 3 feet square, and bronze rungs lead 30 feet down to a small chamber. In this 10-foot-by-15-foot secret room are the following:

- A small, flat, silver box (125 gp) containing a jeweled necklace (2,400 gp)
- A *cloak of elvenkind*, hanging on a peg by the entrance of the passage leading out. This passage leads to area B4.
- A large pouch with a leather strap for shoulder slinging containing 50 pearls (10 gp each), and a leather

bag containing 50 pp

- A longbow and quiver with nine +1 arrows
- A locked bronze coffer (the captain has the key) that can be unlocked with thieves' tools and a successful DC 17 Dexterity check. It contains a *potion of greater healing*, a *potion of speed*, and a *potion of water breathing*.
- A locked iron box (the captain has the key) that requires thieves' tools and a successful DC 13 Dexterity check to pick. It contains 800 gp and 200 ep.

**Developments.** The captain, if located here when the characters enter the Tower, will not join the fight with his cohorts in the main room or the north room. If he hears the sounds of battle, he dons the *cloak of elvenkind* and grabs the longbow and magic arrows, his silver box and pouch, and the potions. He flees through the escape tunnel (area B4), taking the northwestern passage to escape into the wilds rather than heading deeper into the Temple. If he hears pursuit in the tunnel, he will drink the *potion of speed*. If he escapes, he visits Nulb at night and leaves the region on horse to seek his fortunes in Dyvers or across the Nyr Dyv. If he has observed the characters, however, he can alert certain forces in Nulb of their descriptions, which could make their stay in the village a lot more difficult.

## B4. ESCAPE TUNNEL

*This 5-foot-wide passage is hewn from the bedrock underlying the Temple complex, evidently following a natural fissure in the limestone. It quickly turns and then bears generally northwest, though it has many curves. In places, it is not worked at all, and there, the width varies from 4 to about 8 feet. It appears to be a hidden escape tunnel from the Tower... but escape to where?*

About 540 feet along the tunnel, it opens into a small natural cave, a 40-foot oval chamber whose north wall is marked by a 3-foot-wide opening. In the eastern portion of the south wall, a secret door can be located with a successful DC 15 Intelligence (Investigation) check. If the crude map from area B3 is obtained, this secret door can be found automatically. The door is accessed by a balanced, pivoting, stone slab. This opens into a passage that is 3 feet wide and travels 600 feet south, slanting downwards rather steeply. At its end is a 10-foot-wide stone passage east, turning south in 30 feet. This leads to area 335 on Dungeon Level 3. See chapter 11 for more information on this Temple entrance.

The narrow northern passage leads north and gradually west, ascending slowly over about 200 feet. It then turns due north again for another 100 feet, where the limestone gives way to clay walls shored up by timbers for 50 feet. The escape tunnel mouth is at the side of an abandoned dry well (area D7) at an old farmstead secluded deep in the woods north of the Temple, towards the banks of the Velverdyva.

Near the tunnel exit are a deserted cottage and a ramshackle barn. This whole area is screened by surrounding trees. See area D1 below.

## KEY TO THE DESERTED FARMSTEAD (MAP 22)

### D1. FARMSTEAD GROUNDS

The secret passage described in area B4 exits in a well shaft near this deserted cottage and ramshackle barn. They serve a dual purpose; they are a "safehouse" where the leaders can escape if their cohorts at the Temple are defeated, and they house a side operation of the Earth Temple, where a very special prisoner is forced to work on a plan to assault the village of Hommlet.

There are essentially two groups of inhabitants within the cottage: bandits, who work for those in the Broken Tower and whose duty is simply to maintain the cottage and horses, and the cultists who are directly in league with the Earth Temple. The bandits know that the cultists are people of importance and defer to their commands but know nothing of their greater plans.

**On Patrol.** Patrolling the area are two groups of six **gnolls**, who are in league with the Earth Temple and are planning an eventual raid on Hommlet as soon as their forces are strong enough. For every 30 minutes the characters spend exploring the area around the farmstead (or spying on its occupants), there is a 25% chance one of these patrols is encountered. They are part of a larger tribe of gnolls that inhabits the region and are under the command of the cult fanatics within the cottage who directly serve the Temple, but they are often at odds with the common bandits, so the two factions don't cooperate.

If the characters approach from the wilderness, read the following text. If they exit the well via the secret passage, alter this read-aloud section appropriately:

*Nestled in a clearing in the forest, which is thick enough to obscure it until you are almost on top of it, you come across*

### WHO KNOWS WHAT?

If the characters manage to capture one or more gnolls, cultists, or the cult fanatic alive, they might be able to gain information about what was going on here. The bandits here are unaware of the plan to eventually assault Hommlet but are aware of the bandits in the Broken Tower. The patrolling gnolls and the cultists are aware of the plan to attack the village and the purpose of the glass orbs. The cult fanatic knows more details on the attack: cultists will sneak into the village with the cart laden with explosive orbs while gnolls attack from the north and east providing a distraction. The attack is planned in the upcoming weeks. No one, however, seems to know where the explosive oil came from; the cultists merely know it was given to them by agents of the Temple who instructed them to use it to destroy Hommlet when the time was right to move.

*a deserted cottage and ramshackle barn. The cottage has a wooden frame with wattle and daub walls and a thatched roof, and it appears to have two stories. The barn is a plain affair of rough, timber construction. It appears that though both buildings have been abandoned for some time, someone has done work to shore up the walls and roof. From within the barn, you hear the deep grunts of several horses, and a thin line of smoke comes from the chimney. Behind the house are the crumbling stone walls of a well.*

### D2. BARN

*The earthy smells of straw and horse manure assault your nostrils as you enter this common barn which holds 10 stalls for animals, six of which are currently occupied by horses. Along the front wall, saddles and tack hang.*

*Behind the barn, you spy a large wooden cart still in good repair.*

Inside the barn, which is a very plain affair with 10 stalls, six **riding horses** are kept. They are normal in every way and may be used by either the bandits stationed in the cottage or by any leaders who escape from the Broken Tower and seek a hasty retreat.

Behind the barn is a large cart with several compartments, each filled with straw. Although old, the cart has been recently repaired and the axles greased. The cultists plan to use the cart during their eventual assault on the Village of Hommlet (see areas D4 and D6 for details on their nefarious plan).

### D3. MAIN ROOM

The main room of the cottage is spacious. Across from the front door a fire blazes in the fireplace. A large table occupies the center of the room, upon which are earthenware plates, goblets, a pitcher, and knucklebones sets. Shelves and benches line the walls, mostly in poor repair, and the shattered remains of abandoned crockery litter the corners.

The main area that occupies most of the ground floor combines living space, dining room, and hearth. The stairs along the southern wall lead upstairs. Across from the door a fireplace burns with a cooking pot.

There are five inhabitants in this room: three NE human **bandits** and two LE human Earth Temple **cultists**. The cultists fight to the death in honor of the Temple. The bandits are interested in fleeing if the cultists are defeated; if cornered, they surrender. The bandits know little about the Temple but are aware of the secret passage in the well (area D7).

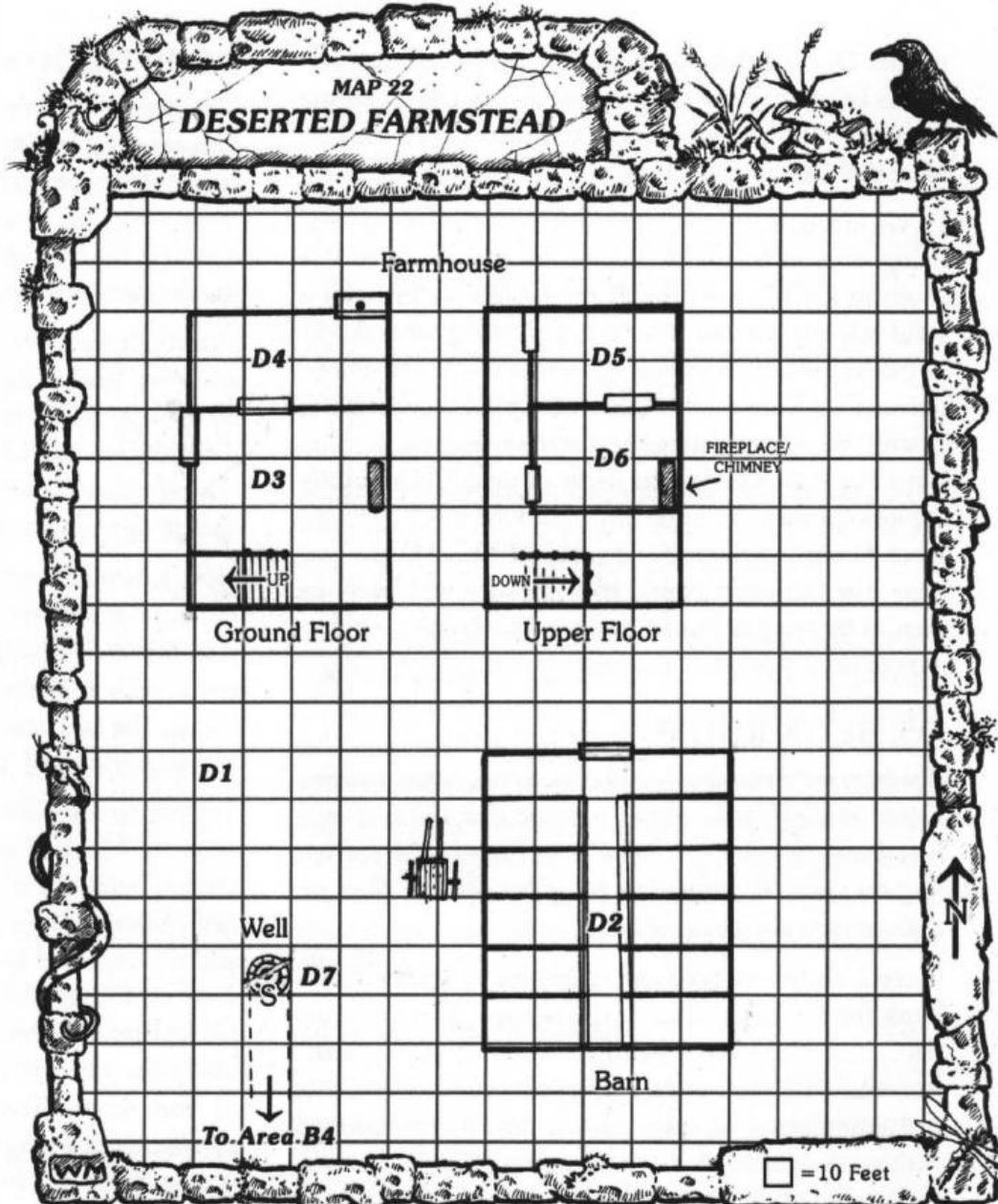
**Treasure.** The bandits and cultists each carry 1d6 cp and 1d6 sp.

**Developments.** If the sounds of combat erupt from this room, the inhabitants of areas D5 and D6 move to ambush anyone coming up the stairs and organize themselves to protect their captive. If things get dire, they fall back and take him hostage as described under “Developments” in area D6.

### D4. LARDER AND MUDROOM

**DM Note:** The exterior door is locked (one of the cult fanatics in area D5 has the key). It requires thieves’ tools and a successful DC 16 Dexterity check to pick the lock. If bashed down (AC 15, 18 hit points), the occupants of area D3 are alerted.

*This narrow room serves as the mudroom and larder for the cottage. It is currently filled with foodstuffs and supplies—*



*mostly dried meats, smoked sausages, fruits, hardtack, and the like—but there are some fresh berries and nuts recently harvested, as well as a few carcasses of deer and rabbits in the process of hanging before butchering. Along one wall are two large barrels, and next to them is a wine rack that has been repurposed to hold a number of glass orbs filled with a brackish, black sludge.*

This narrow room is the stores and mudroom for the cottage. It contains little of real value, though there are plenty of dried meats, fruits, hardtack, and even some fresh fruit, berries, mushrooms, and meats from a recent hunting expedition. There are two barrels (10-gallon capacity each) filled with a strange, tar-like fluid. If *detect magic* is used upon it, the fluid glows brightly.

**Treasure.** The fluid is for *orbs of explosive oil* (see ap-

pendix D), and there is enough to fill 160 of the glass globes being made by the prisoner in area D6. There are currently 30 such globes filled and carefully stacked on wine shelves near the barrels.

**Developments.** If the cult fanatic feels the safehouse is being overrun by the characters, he tries to get to this room to destroy the orbs. If the barrels are hit with a solid impact (a blow from a bludgeoning weapon) or any of the globes are smashed in this room, the cumulative effect from the explosive oil would be enough to destroy the entire cottage and stables, leaving nothing but a black, scorched crater in the ground. The resulting explosion causes 52 (15d6) fire damage and 52 (15d6) force damage to all creatures within 300 feet of the cottage. The explosion would rock the area and likely be seen as far away as Nulb (and certainly by any inhabitants of the Upper Works and environs).

## D5. BUNK ROOM

*The battered remains of a crib and a small straw mattress shoved carelessly in a corner indicate that this was once a bedroom for children. Now, it is littered with bedrolls that are practically stacked on top of one another. There are eight in various stages of disarray.*

Once a children's bedroom, this area now serves as a bunk for the inhabitants of the cottage. There are currently two NE human **bandits**, three LE human **cultists**, and a LE human **cult fanatic** in here. The cultists and cult fanatic all wear brown tabards emblazoned with an embroidered, black triangle on the right breast, the symbol of the Earth Temple.

The cult fanatic orders the others to capture the characters, employing nonlethal tactics. The cult fanatic uses *command* and *hold person* to facilitate, but if the tide turns, he adjusts to lethal tactics such as *spiritual weapon* or *inflict wounds*.

**Treasure.** The bandits and cultists carry 1d6 each of cp, sp, and ep. The cult fanatic carries 1d8 each of ep, gp, and pp, and the key to the door lock in area D4. The cult fanatic also wears a gold necklace with a bronze medallion inset with a black triangle (50 gp).

**Development.** The cult fanatic seeks to flee if reduced to 10 hit points or fewer. He is willing to jump out the window (taking 1d6 falling damage), if necessary, to get to area D4 to destroy the orbs.

## D6. BEDROOM

*This room shows the remains of a larger bed which has been smashed to bits; the remains are piled carelessly in a corner. The chimney from downstairs goes up through this room, which has another fireplace built into it, and is exceedingly hot from the fiery red coals that burn within. A few empty but artistically crafted glass orbs lie about empty.*

This room was once the parents' bedroom for the family that lived here in days gone by. These globes are identical to those found in area D4; they are being filled with the black, sludge-like liquid from the barrels to create explosives which will be used to raze Hommlet once the Temple is ready to attack.

Now, it is inhabited by two NE human **bandits** and a LE human **cultist**, guarding a special prisoner forced into labor. The cultist wears a brown tabard emblazoned with an embroidered, black triangle on the right breast. The two bandits engage in melee, while the cultist hangs back and holds the prisoner at scimitar point.

The fire in this room is stoked incredibly hot, and the prisoner is hard at work creating glass globes. He is the missing husband of one of the inhabitants of Hommlet (see chapter 4, area 12). Elam is a glassblower by trade and was captured by gnolls a few weeks ago. Originally destined for sacrifice to the Earth Node, once the Temple leaders discovered his trade, they decided to make use of his skill. He was brought here and is now forced to work for the Temple creating glass orbs destined to be filled with a magic, volatile elixir. All he really wants is to go home. He knows what the glass orbs he is blowing are intended for, and can inform the characters of the plot, but only in basic terms.

Elam is a male human **commoner** in his late thirties with long, sandy hair often pulled back in a ponytail. He has proficiency with glassblower's tools.

**Treasure.** Elam has a few basic glassblower's tools, worth about 10 gp. The bandits and cultists carry 1d6 each of cp, sp, and ep.

**Developments.** If the characters have fought their way to this area, one of the cultists holds the glassblower hostage, demanding that they be allowed to leave or else they will murder the man. The man begs for help until violently silenced by his captors, who threaten him with a scimitar at his throat. Their goal is to take their works (the orbs and the oil in area D4) and find a new place

to set up shop. They prefer to take the glassblower with them. As they leave, they signal any gnoll patrols that are left to assault the characters to prevent them from giving chase.

If the characters manage to defeat the cultists, rescue the captive, and return him to Hommlet, his family will offer their undying gratitude, and his father-in-law may attempt to marry off one or more of the still-single daughters to one of the characters (assuming any are willing and worthy). They will have also dealt the Temple a major setback to their eventual plans.

**Awarding Experience.** Award each character 25 XP for rescuing Elam, and 100 XP if the operation is disrupted.

## D7. THE WELL

*Overgrown with weeds are the crumbling remains of a circular stone well, perhaps 10 feet in diameter. The wooden canopy that once covered the well has long since rotted, although the supports are still present.*

The well is about 40 feet deep, with about 5 feet of water at the bottom. A secret door is located on the southern wall of the well, about 15 feet down. It can be

located from the outside with a successful DC 20 Wisdom (Perception) check. The door is barred from the inside and requires a successful DC 17 Strength (Athletics) check to open even if discovered.

When viewed from the interior (the passage from area B4), there is a small, heavy door set back from the side of the shaft and painted dull brown. It is barred on this side, but that is easily removed. A ladder is lying inside the tunnel. The short ladder can be set up inside the shaft, enabling the escaping party to gain a series of ascending ledges which lead to the top of the well, a 3-foot-high, circular stone wall. Without the use of the ladder or a rope, climbing up or down the shaft requires a successful DC 15 Strength (Athletics) check.

## AREA B – BUILDING RUINS

### GENERAL FEATURES

The Building Ruins are depicted on map 20.

**Construction.** The building ruins do not have much construction to speak of. They are located within the overall walls to the south and west of the Tower ruins and are little more than an outline of a building that has been blasted, burned, and broken. What remains is overgrown with weeds and built of stone, bricks, and charred beams.

**Doors and Windows.** All doors or windows have been destroyed or simply rotted away. All that remains are gaping openings, overgrown by brush and weeds. With some effort hacking with a slashing weapon, these can be cleared for entry.

**Illumination.** Light streams freely through from the sky on the ground level as no roof remains. There is no light source in the basement.

### PLAYERS' DESCRIPTION: RUINED BUILDING

*As with all the razed works of the Temple, the outlines of this place are discernible even though the whole is crumbled, burned, and broken. Broken bricks, bits of charred beams, and broken plaster are heaped in the shell of the lower story. Parts of a narrow, outside stairway on the west side can be seen through the rubble. The stairs lead down to a small, dark opening through which a person might be able to crawl.*



## SECRET HISTORY OF THE TEMPLE

When the demoness Zuggtmoy initially conceived the plan to establish her own rule on a portion of the Flanaess, she decided to use as many "tools" as possible, just as did her competitor (Lolth). Consulting some of her clerical servants, Zuggtmoy decided that Elemental Evil would have more appeal than a cult dedicated to her beloved fungi. Recruiting was not difficult, and soon the rudiments of the Temple of Elemental Evil were flourishing.

The beauty of the quadrate system was obvious to Zuggtmoy; each type of Elemental Evil would appeal to a broader base of servants and followers, and certain ones would actually serve her directly. The four separate elemental temples would also compete, spreading evil more effectively and also serving to check one another if any grew too powerful—Zuggtmoy, of course, desiring to retain all real power in her own grasp. The appeal of elemental destruction and demonic aid attracted many malign and twisted creatures to the Temple, and it grew ever more rapidly.

At this crucial juncture, Iuz himself requested an audience with Zuggtmoy. The Old One, long ruling a realm of his own, perceived the Temple of Elemental Evil and Zuggtmoy as tools to be used for his own ends. Help the demoness and her Temple to grow, aid their ravaging of the lands around, and they would surely draw down the hosts of Good from Veluna, Furyondy, and everywhere else nearby. This drew foes away from his own border immediately, and at the very worst weakened them to some degree. If Good triumphed, then Iuz would not be harmed, for the Old One could retire to Dorakaa, none the worse for having spent time and effort helping Zuggtmoy. If the battle were a draw, then Iuz could move his own armies down to Furyondy to put the hosts of Good in a vise of irresistible Evil. If the Temple triumphed, then he could call upon Zuggtmoy to repay his aid and make sure that Iuz, not the Horned Society, benefited most from the territorial acquisitions in Furyondy. Also, a strong Chaotic Evil ally against the growing power of the Horned Society could be most useful.

Zuggtmoy, in turn, saw the advantage of having Iuz's magic to aid her in building her fortress and expanding her domain in the Flanaess. Having just learned of the sharp check dealt to Lolth in her plans to wreak Evil, the

Lady of Fungi agreed to accept Iuz as an (almost) equal in the Temple. She saw him as an excellent weapon, especially useful against the Horned Society once she had absorbed most of Veluna and Furyondy. She would then encourage Iuz to crush the might of the Society, and she would be left as the great Evil power in the Flanaess, ready to absorb the Wild Coast and Pomarj, while the rumps of Iuz and the Horned ones served as buffers in the north and east. Her hordes, in turn, could concentrate on the hateful elves and dwarves to the west...

And so, the alliance formed, and actually worked, but saved not the Temple. Zuggtmoy was bound in its dungeons, but Iuz remained free (just as he had planned). After the mighty magicks had been wrought to bind Zuggtmoy—powers which most certainly involved great wizards, high priests, and deities—Iuz determined to occasionally return to the Temple in hopes of gaining advantage for his past efforts. If he could somehow free Zuggtmoy, she would certainly be much in his debt. At the same time, she would be seething with a lust for revenge against those who imprisoned her. It was Iuz, in fact, who helped the remnants of the Temple's followers to remain viable, but he lacked the power to forge them into a useful tool.

The weakened Elemental factions fought more amongst themselves than with the forces of Good pressing their advantage above. Iuz, meanwhile, remained more concerned with establishing a following of his own than with the furthering of Zuggtmoy's organization of Elemental Evil. Some of the latter remained faithful to the demoness, despite their not knowing where she was or how to free her. Some actually turned to Lolth in desperation, for many drew visited the Temple after its fall. Lareth was one who sought to serve both the Temple and Lolth. And although Lolth hated Zuggtmoy's Elemental Evil, she so lusted for power that she accepted such service. Had she not been routed, her dark followers so crippled, much might have come of this.

But as it transpired, Lolth could—and can yet—give only encouragement, without physical or magical aid, to those who call on her. The Temple is thus divided into no less than seven competing factions: four serve Elemental Evil principles, one Iuz, one Lolth, and one still loyal to Zuggtmoy. Woe to the disloyal should the Lady of Fungi ever regain her power!

There is no evidence of heavy traffic here, no footprints of men or beasts save a few large rodent tracks which are uncovered with a successful DC 13 Wisdom (Survival) check. A hole on the west side leads to a stairway, where a foolish adventurer might gain access to what remains of the cellar.

The moment anyone crawls in, 12 **giant rats** scurry forth and attack. Crawling characters are considered prone; they have disadvantage on attack rolls while attacking rats have advantage on theirs. If retreat is immediate, the rats do not follow. Otherwise, additional waves of 3d6 **giant rats** per wave emerge on rounds 3, 7, and 12 until a total of 40 attack. Worse, only one character can descend the hole at a time, meaning they will have no backup from allies.

If a character survives the onslaught of giant rats, they can crawl into the remains of the basement where the rewards may be worth the nightmare. The cellar itself contains nothing but litter and filth, but a successful DC 12 Wisdom (Perception) check reveals an old mat in the northeast corner of the room. If the old mat is lifted, a trapdoor is discovered that leads to a short flight of steps heading down to a hidden wine cellar. This chamber is a 20-foot-square room that contains dozens of barrels and a rack of earthenware flasks. The ceiling is about 8 feet high, so standing is possible here.

**Treasure.** The barrels contain the same variety of cheap, sour wine as found in the bandits' lair in the Tower ruins. It is drinkable, but of poor quality. The 68 stone-ware containers all hold excellent aged wine worth 1d6 gp per vessel or a flat 3 gp each if all sold as a group. A keg of very ancient and still excellent brandy is also hidden here and will fetch a sum of 400 gp in Hommlet or anywhere other than Nulb. It requires a successful DC 12 Intelligence (Investigation) check to discern the true value of the brandy. If sold in Nulb, it would bring possibly 100 gp at most. More likely, the sale would be refused in Nulb, followed by efforts to steal the brandy—possibly over the dead body of the seller!

## AREA C – THE TEMPLE

### GENERAL FEATURES

The ruins of the Temple itself are depicted on map 20 and its close-up.

**Construction.** The Temple is massive, extending more

than 450 feet north to south and 360 feet across at its widest point. The roof is oddly peaked and gabled, and the walls are covered with gruesome visages in bas-relief, on (or as) support towers, as projecting ornaments, and more. Despite having been attacked and thoroughly defeated in bygone days, the Temple itself is still standing and solid, its stonework not showing the signs of being blasted-out, burned, or overgrown like many of the surrounding buildings.

**Entry Doors.** There are but three doors visible, all at the Temple's south end, measuring 23 feet high and 20 feet across. The main door at area 1 is sealed (see "Sealed Doors," below). The other entry doors to the east and west of the main doors are smaller, being 15 feet high and 15 feet wide, made of sturdy bronzewood, and usable.

**Sealed Doors.** Within the Temple proper, four pairs of huge bronze doors are located at various points. The first is in area 1 and the others are in the dungeons at areas 145, 210, and 340 (in chapters 9, 10, and 11, respectively). These bronze doors are each held fast by huge, iron chains, and all cracks are sealed with soft iron. Graven upon each portal are magical runes which glow in a silvery radiance. These portals are the binding areas which even now confine the demoness Zuggtmoy to Dungeon Level 3. If one or more pairs of doors are sundered, Zuggtmoy gains some freedom and additional powers; these are detailed in area 353 in chapter 11 as well as in appendix A.

When a character approaches within 10 feet of any pair of these doors, show them player handout 7. The intruder must make a DC 18 Wisdom saving throw at disadvantage to resist the permanent powerful antipathy magic represented by the silvery runes. Failure means that the character is frightened of the runes and unable to approach within 10 feet of doors marked with them and is likewise forever blocked from all other doors with the same dweomer found in the dungeon. The victim cannot even bear to look upon the silvery runes. This is in all ways identical to the antipathy effect of the 8th-level spell *antipathy/sympathy*, but it has an effective range of only 10 feet and no duration (it is permanent).

Even if the saving throw succeeds, another such save must be made whenever the character comes again within 10 feet of the same portal or of like portals elsewhere. Any failure produces the effect noted above.

If the doors are successfully approached, the intruder may try to break them down. This is a nearly impossible task to normal strength and most magic, requiring a DC 25 Strength (Athletics) check to accomplish. If the attempt succeeds, however, the doors are broken asunder, and their dweomer ruined.

**Bronzewood.** This hardwood is somewhat rare but occurs in the temperate forests of the World of Greyhawk. The wood is denser and heavier than the stoutest oak and is often fashioned into furniture. The strength of bronzewood removes the vulnerability to bludgeoning damage which is typical of most wood.

**Illumination.** Inside, the Temple is dark save for faint light that filters in through the filthy, stained-glass windows during daylight hours. Otherwise, without darkvision or some other means to see without light, illumination in the form of torches, lanterns, and the like are required.

**Wandering Monsters.** There are no wandering monsters on the Upper Works of the Temple, which is eerily quiet and empty. The DM should play up the absolute silence, building a mood of tension and fear that builds the longer the characters explore the Temple proper.

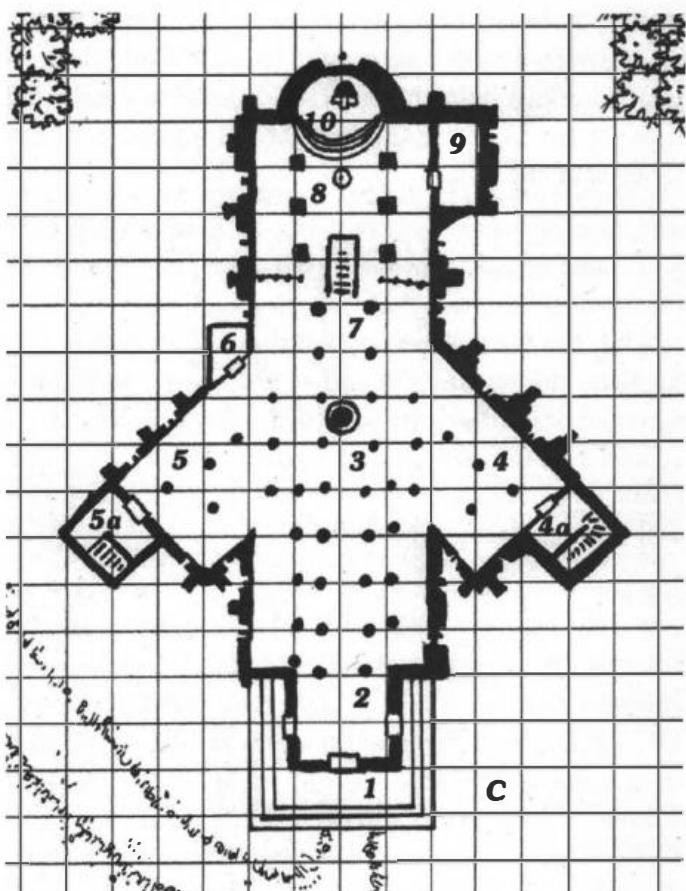
## APPROACHING THE TEMPLE

*At the center of the massive complex stands the foreboding and still fearsome Temple of Elemental Evil itself. Unlike the rest of the area, the Temple has not been completely razed to the ground, nor do its walls show the signs of scorch marks and crumbling that the other surrounding structures show. Rather, it stands, tall and palpably evil, with an oddly peaked and gabled roof that seems to set your teeth on edge. The gruesome visages glaring from the walls are everywhere, as projecting ornaments, as supports, in bas-relief, and everywhere you look.*

*The Temple itself is enormous, extending easily over 450 feet north and south, nearly the same across at its widest. The walls rise about 30 feet and are supported by arched buttresses and many pilasters. The roof peak is about 20 feet above the walls, making the entire edifice at least 50 feet high.*

*Only three doors are visible, all at the south end of the Temple. The narrow, stained-glass windows, filthy with years of grime, appear to be barred.*

## THE TEMPLE / MAP 20 – AREA C



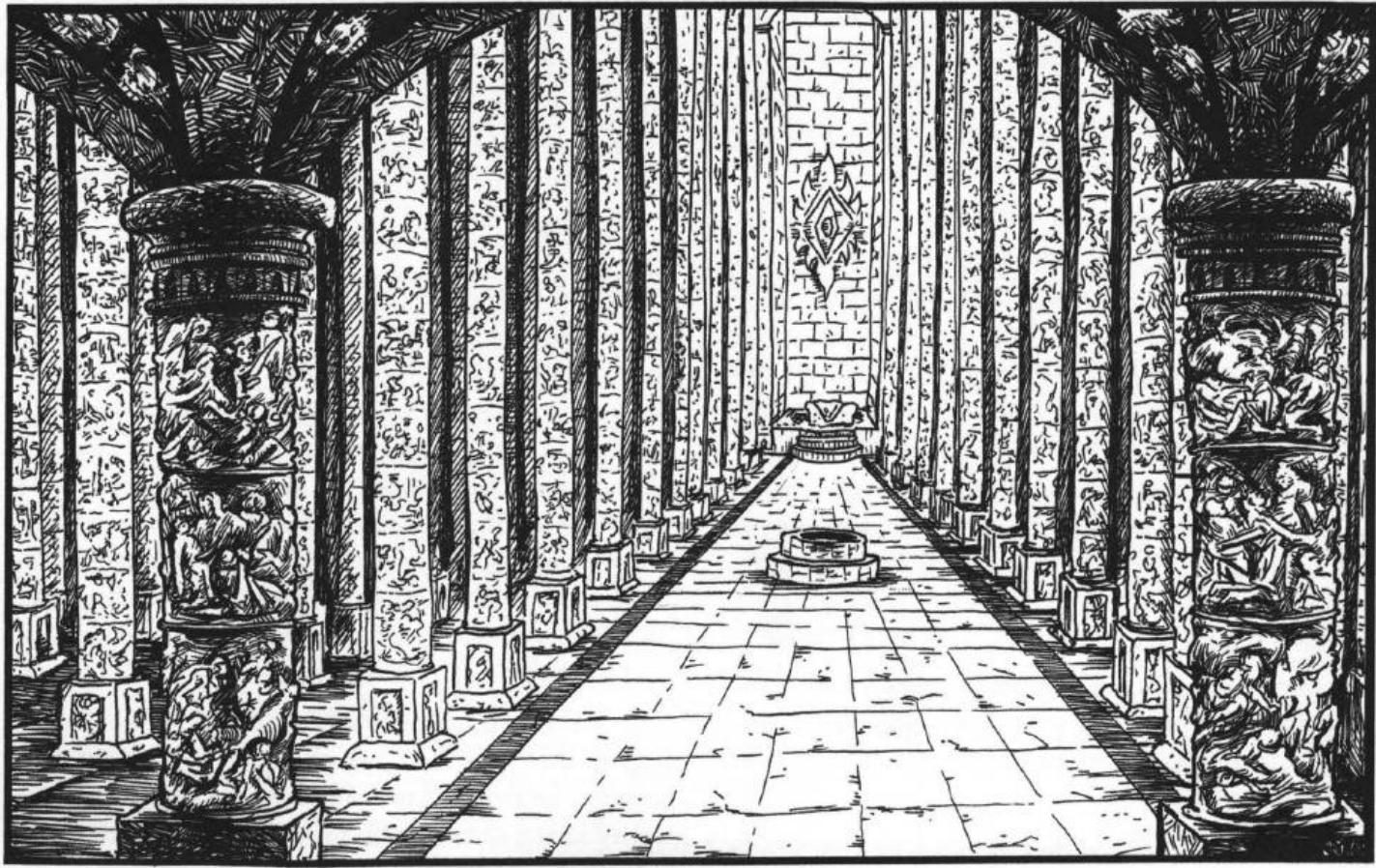
## KEY TO THE TEMPLE (MAP 20)

### 1. GRAND ENTRANCE

*The bronze doors of the entry tower are 23 feet high, 20 feet across, and held fast by huge, iron chains. All cracks are sealed with soft iron. Graven upon these massive valves are runes. You note that the writing glows and seems to burn with silvery radiance, making your eyes teary.*

*The vile, stained-glass windows of the place are intact, though these are barred and are far too high and narrow even for the smallest person to reasonably use as an entry point. You can enter through the main door or you can check the smaller bronzewood doors, around the corners to the east and west.*

The main doors and the runes that cover them are depicted on player handout 7. If the main doors are approached within 10 feet, the viewer must make a successful DC 18 Wisdom saving throw at disadvantage, as per "General Features" above. Those who fail refuse to approach the doors, and will not even look upon them, being affected by the permanent antipathy effect. If all characters fail,



take back the handout. The party will need to bypass the bronzewood doors on the sides to affect entry.

The side doors, though heavy and thick, can be broken open. Each is locked, barred, and spiked with bronze, requiring thieves' tools and a successful DC 20 Dexterity check to effectively bypass. They can also be broken down, having AC 15, 50 hit points, and resistance to piercing and slashing damage. They could also be sundered with a successful DC 20 Strength (Athletics) check or opened with a *knock* spell.

Only Tiny-sized creatures can enter through the barred windows. If the bars were bent, requiring a successful DC 25 Strength (Athletics) check, a Small-sized creature could squeeze through after shattering the glass. The glass is AC 13, has 5 hit points, and is vulnerable to bludgeoning damage.

## 2. VESTIBULE

*The floor of this area is reddish-brown, slate-like stone squares, each about 2 feet across. The walls are plastered and painted with scenes befitting the nature of the Temple: disgusting acts, killing, torture, enslavement, robbery, thievery, and unspeakable things. The creeds of the worshippers here are all too evident. Evil is flaunted and lionized.*

*Dim light filters through the stained-glass windows, casting revolting colors upon the greenish stones of the floor to the north.*

*In that direction, you can see the nave of the Temple. The pillars to either hand are of a pinkish mineral, shot through with worm-colored veins. Their arches lead to an unremarkable pair of lesser side aisles. The columns supporting the archways as well as the arches themselves are worked in bas-relief. As with the frescoes in the entryway, the scenes here are ineffable, vile, and filthy. It is probable that this area was reserved for the lowliest of worshipers. The area beyond is better lit and more open, though it also has more of the nauseating, pinkish pillars supporting the roof high overhead.*

This is the main entry area of the Temple, and aside from the description of the vile nature of the place, there is nothing remarkable here.

## 3. CENTRAL ALTAR

*The pillars here are of white marble, veined with ugly red. The altar block of pinkish-white marble is roughly oval, something over 7 feet long by 5 feet wide. Its top has a hollowed-out portion resembling a human form with legs apart and arms away from the body. This depression is*

stained a darker color than the rest. Just north of the altar is a circular, marble-lined pit—a well of sorts—20 feet in diameter. Shards of broken crystal vessels lie about the well, near the altar, and scattered about the floor. A crystal knife with a broken blade lies atop the stone block.

Careful examination of the well with a successful DC 13 Wisdom (Perception) check notices a 1-foot-wide ledge beginning 15 feet from the mouth of the shaft. It circles the northern face of the well, leading to narrow, steep steps which spiral down clockwise from the east. The shaft is 85 feet deep. If characters descend here, see area 131 in chapter 9 and area 210 in chapter 10.

**Treasure.** The crystal knife with broken blade is worth 5 gp for the value of the semiprecious quartz of its remaining blade.

#### 4. EAST ALTAR

*The thick, stone columns here are deep green with blood-red striations. The paving blocks are mossy green with a circular, dais-like area about 20 feet in diameter in the center part of the wing.*

Continue reading only if the characters approach to examine closer:

*This dais is two-tiered; each rise is about 18 inches, the inner being 14 feet in diameter, thus forming a 3-foot-wide step along the rim of the lower tier. The lower disc is greenish-black stone while the upper is blackish green. The center of this altar is a depression about 8 feet across, filled with scum-covered, black liquid. Several pieces of smashed shells are scattered around the area, along with a broken bronze knife.*

The black liquid is merely brackish water, 6 feet deep. If the pool is dragged, a small and delicate skeleton is discovered at the bottom, the remains of the last sacrifice. An unlocked, bronzewood door leads to area 4a.

**Treasure.** The bronze knife is worth 2 cp for the raw metal.

#### 4a. EAST VESTRY

*Beyond a simple bronzewood door is a vestry. Bits of broken altar service are present here along with a broken trident and pieces of torn, scorched robes of a moss-green hue. Other rubble includes several smashed benches, a small, broken table, and a thrown-down wardrobe with one side kicked in and the doors torn off. A flight of stairs descends to the southwest.*

If the stairs are used, refer to chapter 9, the southeast corner of area 109a.

**Treasure.** Under the wardrobe lie three moss-green robes lined with black satin. Each has a cowl. All are soiled but otherwise in good condition, but obviously of little material value.

#### 5. WEST ALTAR

*The supporting pillars in this wing are sandstone, resting on a red, slate floor. Bits of broken pottery and sharp bits of rock cover the floor here, making walking about a risky business. The stump of a granite monolith and chunks of brownish-red rock around its base indicate that the altar was violently assaulted and destroyed. A few links of bronze chain, a twisted manacle, and a bronzewood maul with a snapped haft add to the impression that the enemies of the Temple who did this must have found the altar very hateful indeed.*

The debris in this area counts as difficult terrain, as passage is slow. Careless characters may, at the DM's discretion, be required to make a successful DC 11 Dexterity saving throw or fall prone while trying to run or engage in sudden movement, such as combat.

**Treasure.** There is nothing of real value here, though the maul could be a serviceable weapon if affixed to a new haft.

#### 5a. WEST VESTRY

*Behind this door seems to be a vestry. A broken rhodate bowl and ewer lie in a corner, apparently flung in anger and now shattered and useless. The interior of each is caked with a dry, brown substance. Pieces of furniture are also scattered about as are the torn remains of some brown garments and three stubs of brown candles. A flight of stairs descends to the southeast.*

The stairs descend to the southwest corner of area 109a, as detailed in chapter 9.

**Treasure.** Two of the brown robes are a bit frayed but intact. The candles are normal. Nothing here is of any real material value.

#### 6. SMALL DOOR

*This door opens into a small vestry. Pieces of broken glass and splinters of crystal lie scattered within. Someone evidently made a fire in the far corner, as bits of charred wood and cloth lie on the floor, and the rafters overhead*

are blackened with soot. A pile of robes, once ivory-colored, lies in the center of the room. They are soiled and stained with excrement.

**Treasure.** If the rafters overhead are carefully examined, a successful DC 15 Wisdom (Perception) check reveals a bit of whitish color about 10 feet above. This is an intact ivory robe, complete with cowl, edged and embroidered with reddish-pink whorls and lined with pale blue satin. As with the other robes here, it does not carry much material value, but may fetch 1 gp due to its finery and as a curiosity that comes from the Temple.

## 7. GRAND STAIRCASE

*A flight of broad and tall steps, 20 feet wide, delves down to the north. The stone is a dull gray, but flecks of color—white, blue, red, green, and black—dot its surface.*

*To the north of the staircase is a stone railing with supports of white, brown, and green stone alternating; its upper portion is cinnabar. The floor beyond is paved with 3-foot squares of highly polished, red granite. The square columns of some type of yellowish stone are carved in bas-relief and painted to show scenes of fire and suffering with demoniac creatures leering on.*

If the characters proceed down this flight of steps, they come to a landing and a pair of massive double doors which exactly duplicate those at the entrance (area 1, above). These are sealed with soft iron, chained, padlocked, and likewise bear the silvery, glowing, warning glyphs. The permanent antipathy effect is also on these doors, requiring the same DC 18 Wisdom saving throw at disadvantage. However, those who failed the saving throw at the entrance are not entitled to another here; they automatically shun and refuse to look at the runes. Those who succeeded the first but fail here are always affected by the antipathy effect whenever any identical set of runes is confronted.

As described in “General Features” above, these doors can be sundered if approached safely. If the party eventually breaks open these doors, they lead to area 145 in chapter 9.

## 8. HIGH ALTAR

*A huge, bronze vessel chased with copper stands here. Its six legs hold it slightly more than a foot above the floor stones. The basin-like pot is 8 feet in diameter. Its bottom is filled with old charcoal, bits of blackened bone, and undefinable lumps. A piece of chain still hangs over this altar, and evi-*

*dently, other similar chains once also hung here, but their bronze links were broken, and short pieces lie on the floor around the area. The altar's rim is dented and cut, as if struck by many hard blows.*

There is nothing of particular value or interest here.

## 9. EAST DOOR

*This portal was once finely carved, but most of the vile and obscene work has been hacked and chopped so as to deface and obscure its evil. Beyond is another vestry, a chamber nearly 30 feet wide and 60 feet long. It once must have been the scene of debauched revels, for the remains of great couches, tables, and padded chairs are strewn about. Charcoal and several broken barrels lie nearby. A stack of resinous kindling near the door seems to be the only thing not broken or disarrayed. Amidst the litter are several skeletons, probably human. One wears the tattered remains of a scarlet robe.*

**Treasure.** Behind the stack of kindling is a small cupboard set into the wall. Within it are two silk robes of bright crimson with skulls embroidered in gold thread on the front and back. Each has a cowl and is lined with lavender silk. Like the white robe in area 6, these may fetch 1 gp from their finery and as a curiosity.

## 10. DAIS AND THRONE

*The dais extends south into the Temple, forming a circular area. The floor, steps, and walls are a black basalt, highly polished and gleaming. Four steps lead to the upper platform, and upon it is a great throne of purplish basalt, with leering demon faces and carved, grinning skulls. Above the throne, the following words in the Common tongue are chiseled into the curving wall:*

*THE POWER OF ELEMENTAL DEATH*

*BRINGS MORTALS LOW*

*BUT RAISES THE NAMELESS ONE HIGH*

*The flagstones upon which the throne sits are 10-foot squares of granite, set in a colorful mosaic pattern.*

When the throne and floor are examined, show player handout 8. If a *detect evil and good* spell is cast, note that the pervading evil is stronger here than elsewhere in the Upper Works. *Detect magic* reveals that a faint dweomer also radiates from the entire area, though its school is indistinguishable. *Dispel magic* has no effect on this dweomer.



The huge throne is carved of solid stone and immobile, and it cannot be destroyed by anything but *disintegrate* or *wish* spells. Other spells, including those which normally affect rock or stone, have no effect. The throne can be ordered to sink into the Greater Temple (area 340 in chapter 11). Only a spell such as *plane shift* or *wish* can detect this movement capability. A possessor of the *Orb of Golden Death* (see area 338 in chapter 11 and appendix D) knows how to operate the throne merely by gazing upon it (magically becoming aware of the command words to make it lower or rise). By sitting on the throne while holding the *Orb*, the throne can be lowered or raised. The throne can, otherwise, be activated by a *wish* spell or by the following procedure: the user must step on the four colored slabs directly before the throne in the proper sequence—brown, white, green, red—and then speak the name of Zuggtmoy. The throne, thereafter, sinks to area 340 whenever anyone sits upon it.

## THE DUNGEONS OF ELEMENTAL EVIL

The Temple dungeons are a busy place, for the underground is still alive with followers of the defeated cult. They are engaged in various struggles amongst themselves, forgetting the common enemy of Good. A few individuals and groups still strive to unite the factious adherents of Zuggtmoy and Elemental Evil; most, however, seek to place themselves at the head of the conjoined group. Because of this rivalry and internal strife, adventurers can fairly easily penetrate the Temple dungeons, whether disguised or not.

This is not to say that attacks won't often be made upon the party, regardless of any disguise! For example, characters wearing the robes of the priests and servants of Elemental Earth will likely be attacked by the other three elemental groups (if they perceive the party to be weak) or by other bands dwelling beneath the Temple. Another benefit of the power struggle is that no concerted effort to free Zuggtmoy has been mounted. All of this will become clearer and more detailed as the encounter explanations for each level are read through.

## GENERAL FEATURES

Dungeon Levels 1 through 4 are detailed in chapters 9 through 12, respectively. The following overview applies to the entire complex as described in those chapters.

**General Construction.** Unless noted otherwise, dungeon corridors are of dressed stone blocks or worked from the natural limestone (or granite, in the lower depths). Walls and floors are smooth and polished wherever possible. The 10-foot-wide corridors have gothic arches, peaking at about 17 feet high. The 20-foot and 30-foot passages and spaces have Roman arches about 30 feet high.

**Doors.** Unless otherwise described, doors are wooden, typically fashioned from oak, hornwood, or bronze-wood. Each is about 3 inches thick, bound with bronze, and set with a large ring on each side. Wooden doors have AC 15, 22 hit points, immunity to poison and psychic damage, resistance to slashing and piercing damage, and vulnerability to bludgeoning damage. Bronzewood doors are the exception; they have no vulnerability to bludgeoning damage.

**Stairs.** All stairways are steep with 1-foot risers. The large, major stairs are of polished stone and specifically detailed (for example, area 148 in chapter 9), while small ones are hewn from solid rock. Though not especially old, the stairs are already worn from the passing of many feet.

**Illumination.** Cressets and sconces are along the walls, and unlit torches rest in most of the latter. In 10-foot-wide corridors, sconces are at 10-foot intervals. Cressets in wider passages are at 30-foot intervals. Both are staggered left, right, left, right, etc., and unlit unless specified.

**Ventilation.** Drafts and less noticeable air currents exist aplenty in the Temple dungeons. The builders worked many small vents and air shafts into the place to assure proper ventilation. Rooms are thus usually warmed by braziers. Torch smoke does not linger near ceilings, let alone at lower levels, in corridors, or chambers. Strange odors and odd noises are borne on gusts of air. The hollow, echoing underground ways are rife with musty, damp, feral, fetid, and more noisome scents.

**Map Numbering.** Due to the size of the whole complex, the encounter areas are coded, rather than numbered sequentially. The first digit indicates the Dungeon

Level. Area 1 of Dungeon Level 1 becomes area 101, area 29 of Dungeon Level 2 becomes 229, and so forth.

**Area Descriptions.** Every effort has been made to arrange all area descriptions in a standardized format for easy reference. DM notes are arranged in order of their probable use—that is, descriptive text to read aloud to the players (which is *italicized*), interior notes for the DM (to be gleaned by character investigation), monster or NPC encounters and tactics, and finally treasure listed last. Some encounters have impacts on other locations or to the campaign. These are detailed in sections labeled “Developments.” Note that if a section is not required for a particular encounter area (such as there is no treasure) that section is omitted.

For this reason, the DM should carefully read the entire dungeon before undertaking the effort to referee this dynamic setting. In general, read the full contents of each encounter before starting it to be sure that all the details are properly used and revealed in their proper sequence.

**Prisoners.** Where prisoners are found and rescued (i.e., taken out of the dungeon), the XP value for each should be applied to the party’s total, as if they were defeated monsters. Conversely, if the prisoners are slain, the characters lose *triple* the XP value given. Deduct the amounts from the other points earned. If such prisoners are simply turned loose in the dungeon, no XP award is earned, but no deductions apply.

Experience point values of prisoners are given in their standard stat block; for the most part, these will be **commoners** with an XP value of a mere 10 points (CR 0), but there may be exceptions indicated. For monsters that are prisoners of the same general alignment as the majority of the party, treat them as above. If otherwise, award no XP if they are slain, and deduct triple the XP value if they are turned loose in the dungeon.

**Treasure.** Adventurers may find many coins and gems herein, and such will be fairly easy to remove and spend. Note, however, that not all the treasure is coins, gems, or art objects. A typical assortment of potions, scrolls, and other magical treasures are present. Furthermore, many common but finely crafted accessories—serving sets, plates, cups, tapestries, and the like—are quite valuable, though not quite as immediately negotiable. And for the exceptionally industrious, even normal weapons and armor abound to such a degree that, assuming half

book value as the resale price, there are literally thousands of gold pieces worth of items that can be taken from the Temple's inhabitants. DMs are advised to keep in mind encumbrance as characters gather loot, and to consider what a party can reasonably carry with them on any given excursion into the Temple.

**Recruiting.** All factions of the Temple are active in this crucial area. Agents roam near and far to bring all sorts of evil humanoids into service. River pirates and brigands are major sources. Humanoids come from all quarters. Any group of humans or Small humanoids within the dungeon is able to replace its losses (to the characters) at the rate of one per day. Larger humanoids (size Large or larger) can replace one every three days. Monsters can replenish their numbers at the rate of one per week.

If the Temple forces are not heavily pressed by the party, they actually grow at the rates given above. Note, however, that once the leaders of a group are eliminated, neither they nor their forces can be recovered or increased.

**Zuggtmoy Bound.** The demoness is imprisoned in a room of Dungeon Level 3 and cannot free herself. Four huge, bronze gates exist within the dungeon complex, the first found at the Grand Entrance (area 1 above) and the others described in areas 145, 210, and 340. If the lowest pair of valves (area 340) is destroyed, Zuggtmoy is free to roam areas 339 through 353. If the gates at 210 are opened as well, she is free to roam Dungeon Levels 2 and 3. If the gates of area 145 are further Sundered, she can also roam Dungeon Levels 1 and 4. If all the gates are destroyed, Zuggtmoy is completely freed.

## SCALING THE ENCOUNTERS

Each level of the dungeon has its own general notes dealing with encounters. In general, first edition modules assumed that a dungeon level was *roughly* equivalent to the average party level attempting that dungeon; that is, Dungeon Level 1 is for 1st-level characters, Dungeon Level 2 for 2nd-level characters, etc. That being said, this adventure, like the others in this series, has been directly converted from the original source as faithfully as possible, and the assumptions of fifth edition balancing are not the same. Use this section in each chapter as a guide to adjust the encounters based on your characters. It may behoove the DM to carefully read over each encounter presented, keeping in mind

the guidelines for creating encounters on pages 81-84 of the *Dungeon Master's Guide* and in chapter 3 of this book. Modify the encounters as you see fit, scaling up or down for the level of challenge you wish to present to your heroes.

## GOALS

The Fourth Level of the dungeon is the true climax to the whole campaign. The characters must be strong enough to adventure there and to enter the Elemental Nodes (partial planes). These areas are challenges, of course, but they are testing grounds of the fitness of those who seek to slay Zuggtmoy. It is suggested that the characters all be 6th- to 7th-level when tackling the challenges of this level.

If the characters are careless on the Fourth Level and bring Iuz to the scene, only the intervention of St. Cuthbert himself will save them from certain death and utter destruction. The factions of the Temple—reflecting the true spirit of Chaotic Evil—should suffice to enable Good characters to win through, to both the Elemental Nodes and the prison of Zuggtmoy. Power comes in overthrowing the denizens of the Greater Temple; the ability to beat Zuggtmoy in her lair comes from the magic and weapons found in the Elemental Nodes. The anticlimax comes when the party finally reaches the portion of the Third Level wherein Zuggtmoy is bound.

As a final note, you might find it interesting to have each gem taken from the Throne of Zuggtmoy (area 435) allow entry to and exit from one plane of the Abyss. This assumes, of course, that you desire to develop such areas. This is a tall order, but it can certainly make an interesting campaign. A number of scenarios have already been published detailing the Abyss and the levels of Hell, in various editions of the game, which could be used as inspiration or substitution for such a campaign, but those are beyond the scope of this work. With or without such development, it is again strongly suggested that you place this campaign within some sort of developed background—the World of Greyhawk fantasy world setting being the natural one, as this work was drawn from it. Your own hand can be made to serve as well, with a bit of work. We certainly hope that you and your players find this extensive adventure an interesting and enjoyable scenario, one which offers challenge and opportunity while heightening your own heroic fantasy campaign!

## CLUES

Try to encourage players to gather knowledge, as well as treasure, to maximize the fruits of the adventure.

In area 216, characters may find a scroll bearing a short and cryptic poem. For your reference, this note refers to the contents of area 334. The recovery of *Fragarach* (described in appendix D) can be of great importance not only to this scenario but to the larger campaign events in progress.

As the key to final success against Zuggtmoy hinges on the recovery of the *Orb of Golden Death* (described in appendix D), the longer poem presented below (and as player handout 9) should be introduced at a convenient point. The exact method is left to the DM. After any dungeon level is entered, if any faithful player character revisits Jaroo, the Druid of the Grove in Hommlet (for shelter, advice, etc.), he may bring out an old parchment bearing the clue. A lawful good character (a cleric or paladin, likely) of proper faith visiting the Church of St. Cuthbert in Hommlet for similar reasons can likewise receive the poem, by means magical (via a vision from its deity) or mundane. Of course, such a character could not actually employ the *Orb*, so this option is not optimal.

At last resort, if the characters lack the opportunity for such contacts or fail to gather enough background information, you might introduce the clue in a dream, simply reciting it to one or more players as you see fit. Or, it can be found on a discarded piece of parchment in a treasure hoard.

## THE POEM

The Two united, in the past  
a Place to build, and spells to cast  
Their power grew, and took the land  
and people round, as they had planned.

A key without a lock they made  
of gold and gems, and overlaid  
with spells, a tool for men to wield  
to force the powers of Good to yield.

But armies came, their weapons bared

while evil was yet unprepared.

The Hart was followed by the Crowns  
and Moon, and people of the towns.

The Two were split; one got away  
but She, when came the judgment day,  
did break the key, and sent the rocks  
to boxes four, with magic locks.

In doing so, She fell behind  
as He escaped. She was confined  
among Her own; her very lair  
became her prison and despair.

The Place was ruined, torn apart  
and left with chains around the heart  
of evil power—but the key  
was never found in the debris.

He knows not where She dwells today.  
She set the minions' path, the way  
To lift Her Temple high again  
With tools of flesh, with mortal men.

Many now have gone to die  
in water, flame, in earth, or sky.  
They did not bear the key of old  
that must be found—the orb of gold.

Beware, my friend, for you shall fail  
unless you have the wherewithal  
to find and search the boxes four  
and then escape forevermore.

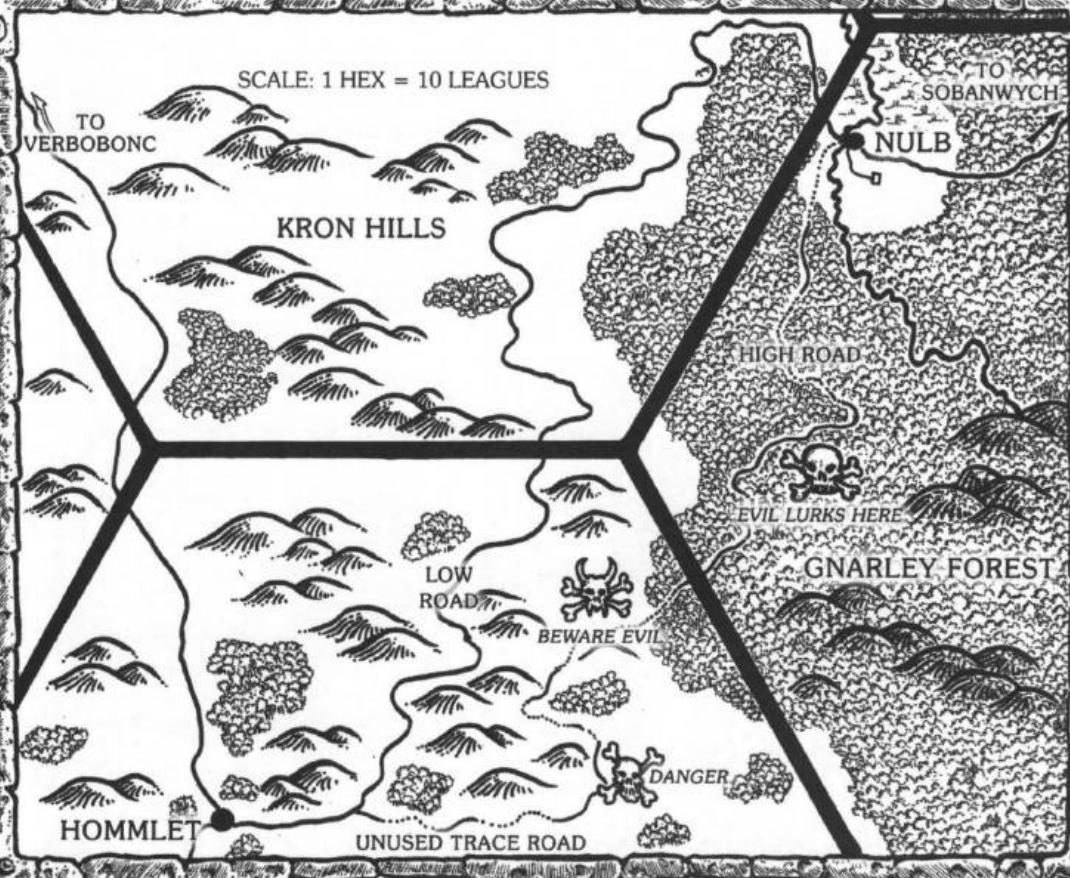
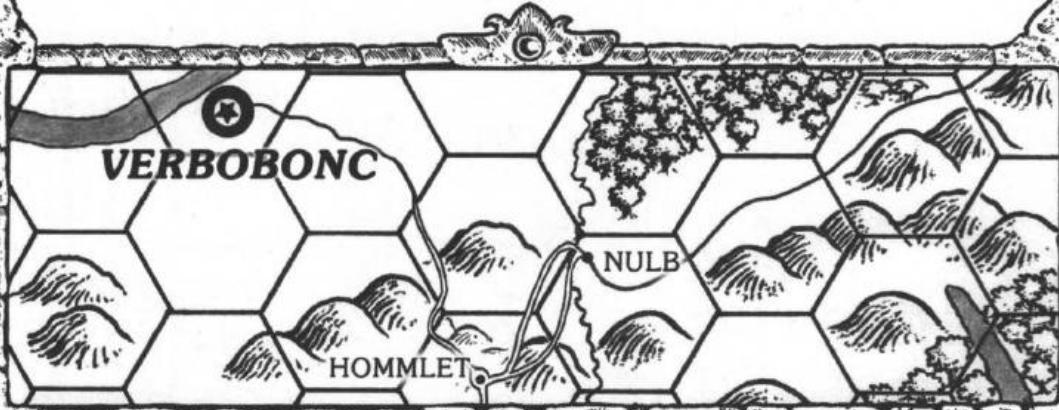
But with the key, you might succeed  
in throwing down Her power and greed.  
Destroy the key when you are done  
and then rejoice, the battle won.

# Maps for Volume 1

This two-volume set features many maps, the first half of which are included in the preceding chapters near their encounter descriptions. They are collected in this appendix for ease of use by the Dungeon Master. See appendix F-2 for the second half.

MAP 1

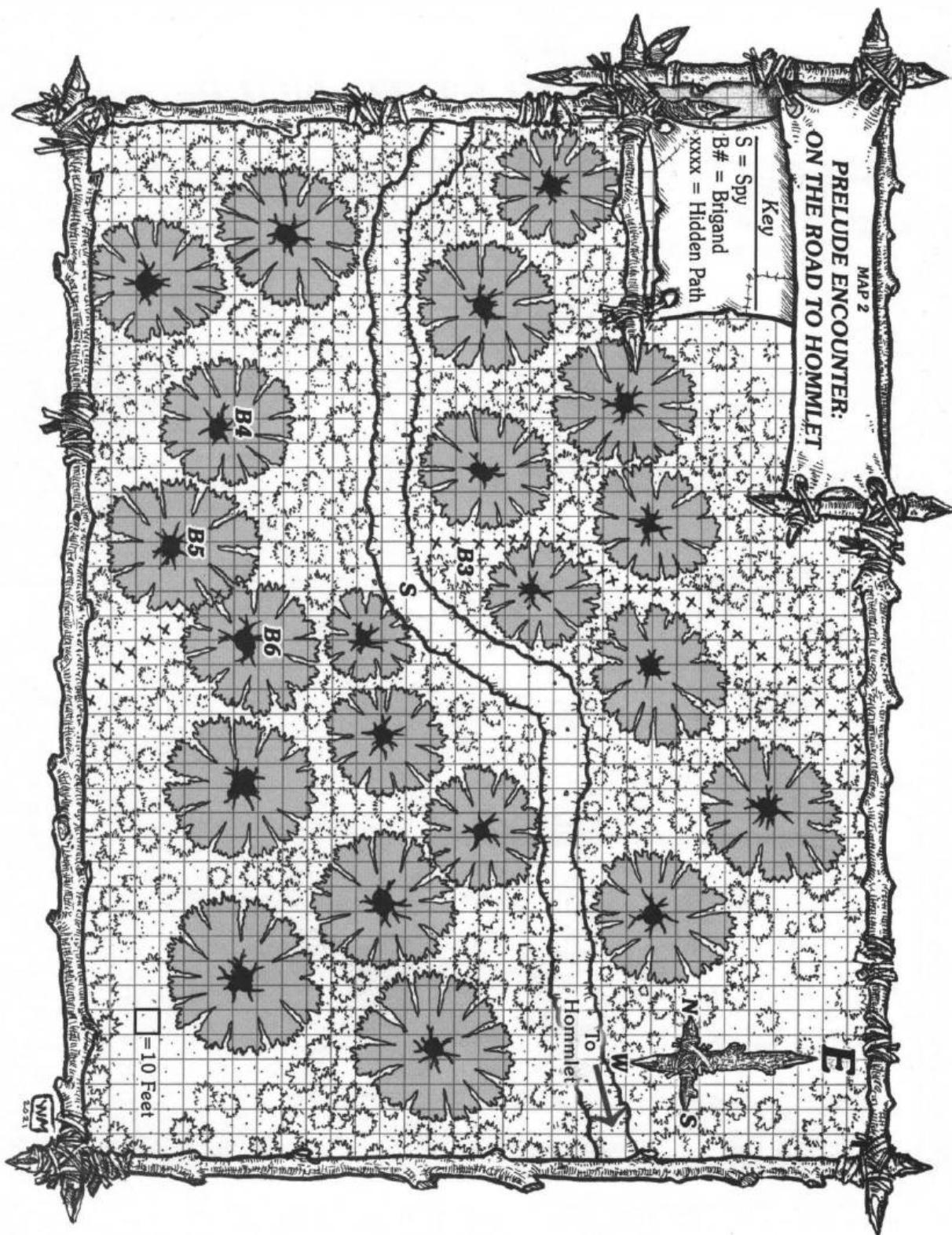
## FROM HOMMLET TO NULB

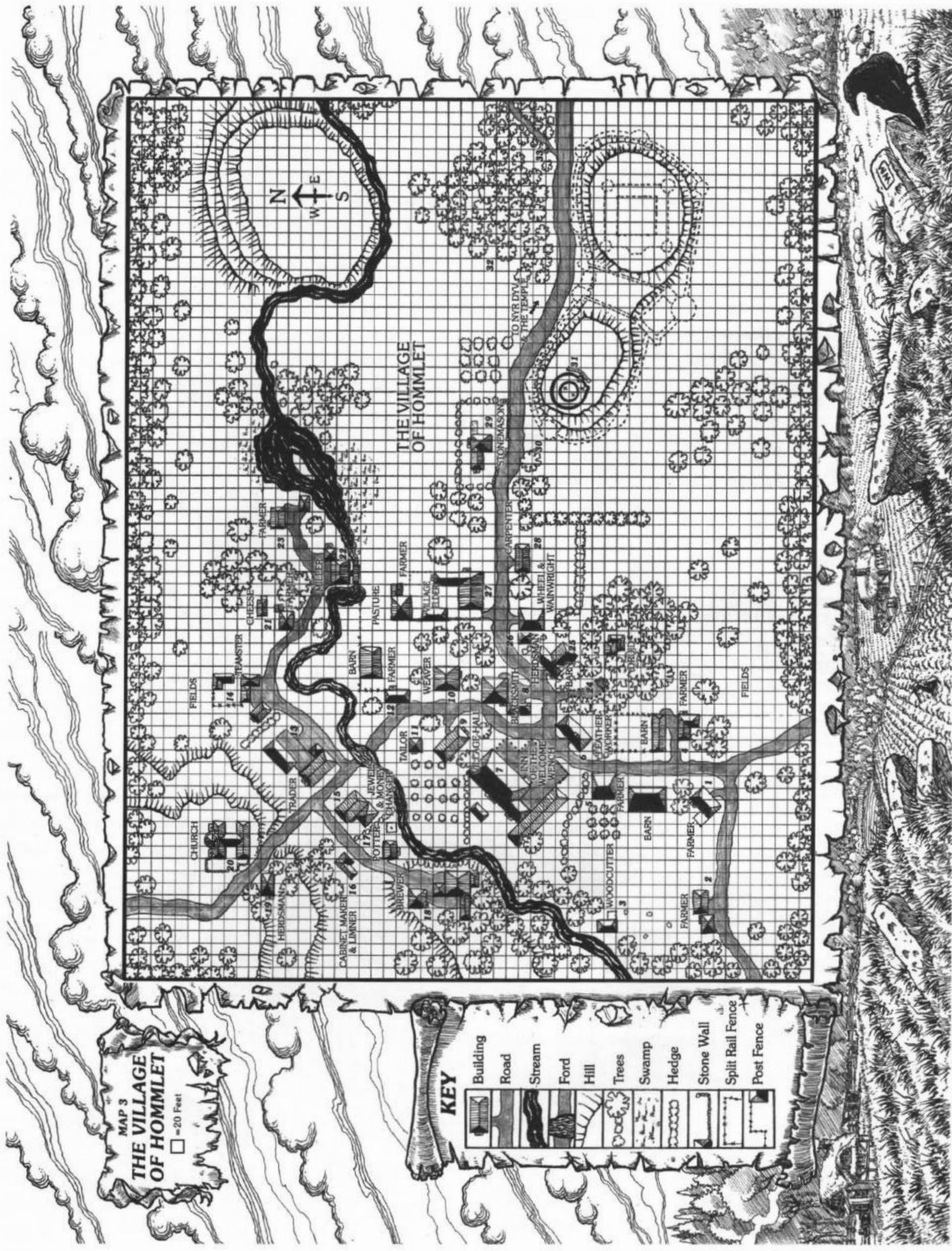


MAP 2

PRELUDI ENCOUNTER:  
ON THE ROAD TO HOMMLET

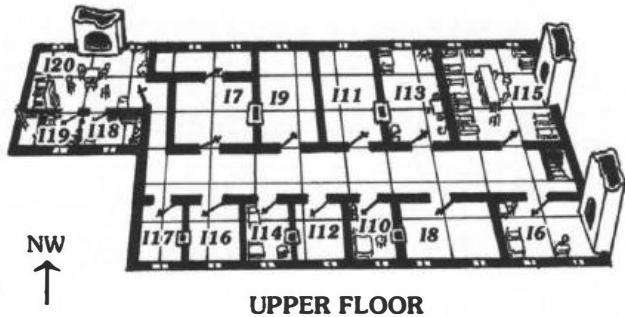
Key  
S = Spy  
B# = Brigand  
XXX = Hidden Path



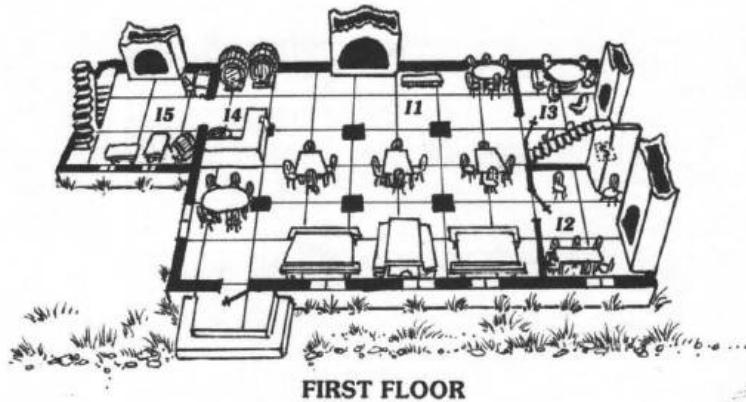


**MAP 4**  
**INN OF THE WELCOME WENCH**

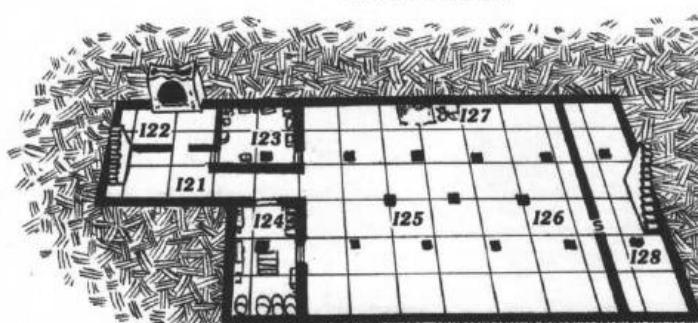
□ = 10 Feet



UPPER FLOOR



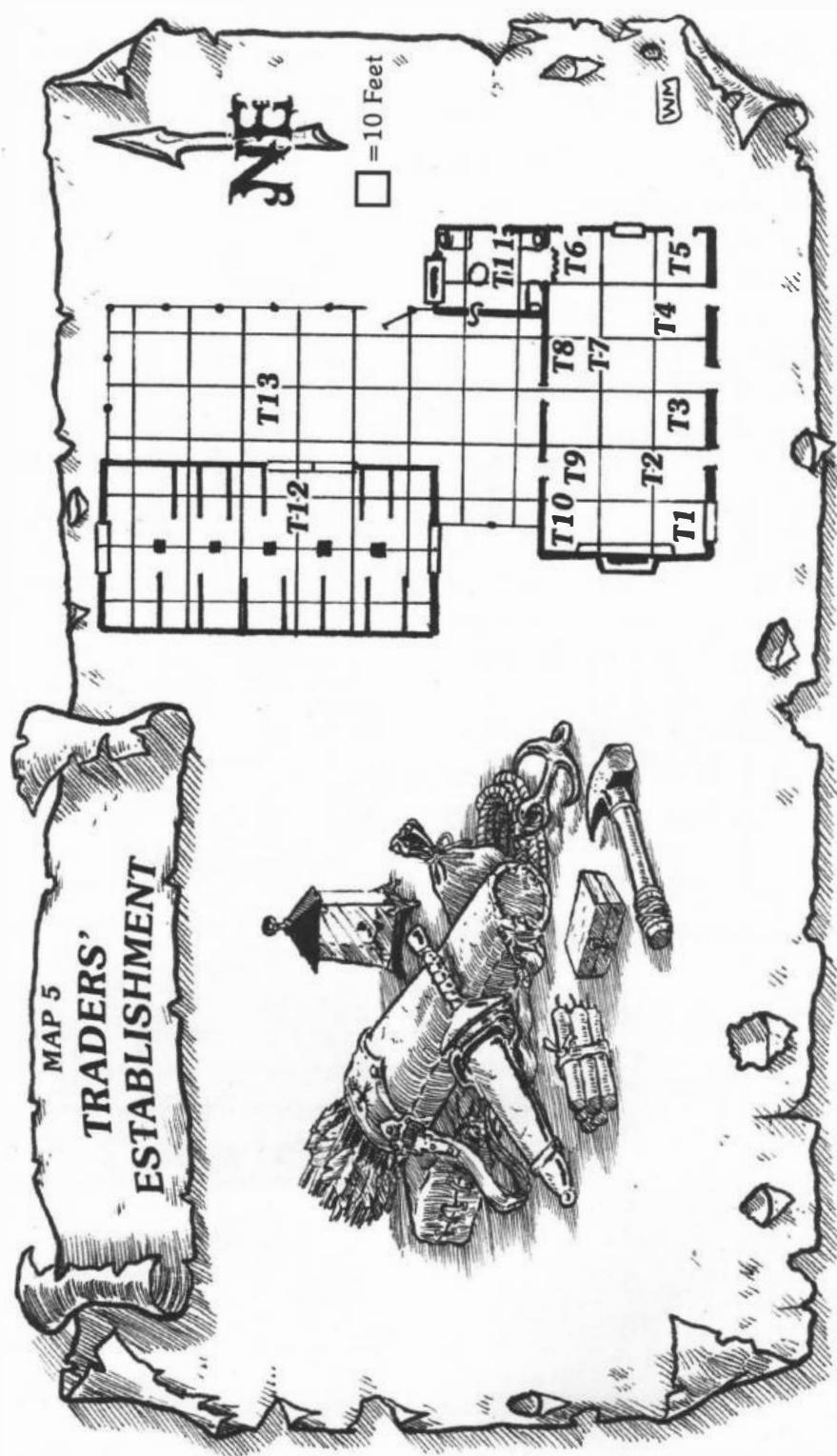
FIRST FLOOR



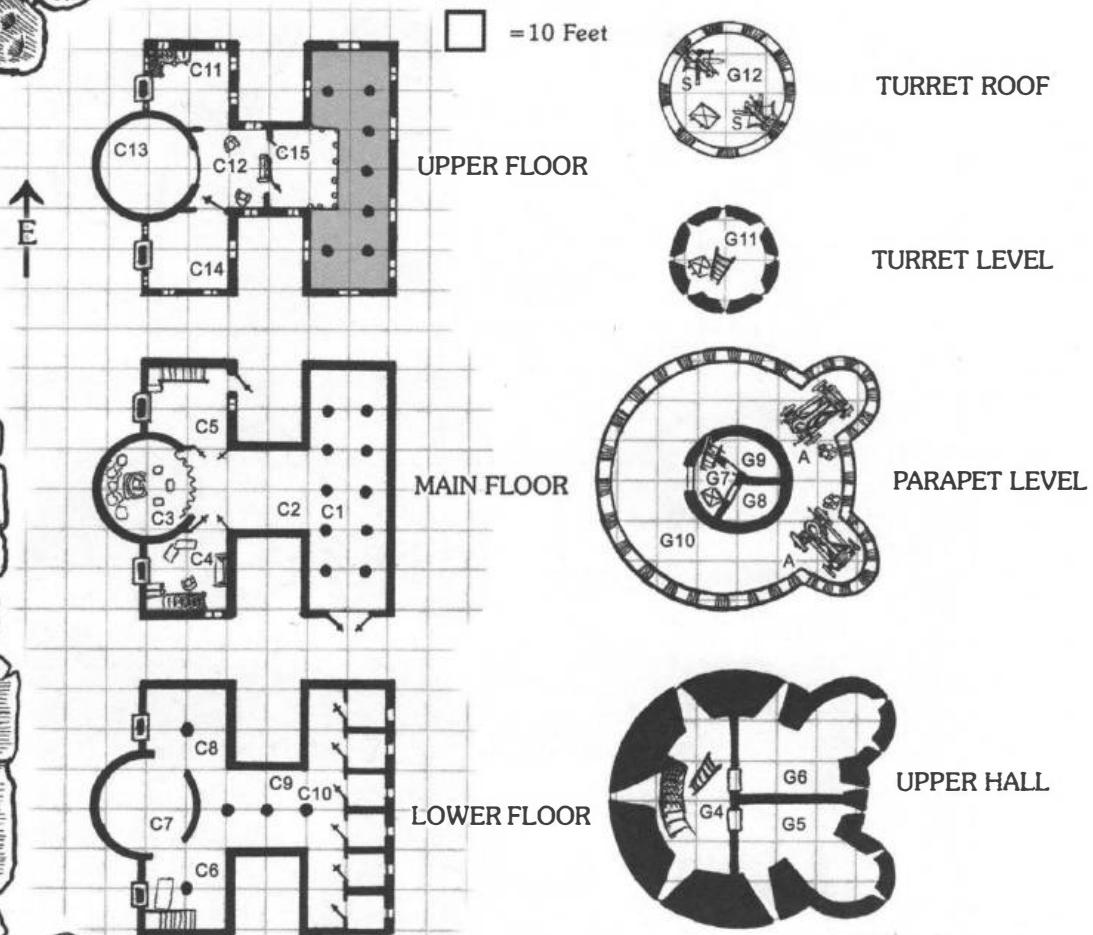
CELLAR



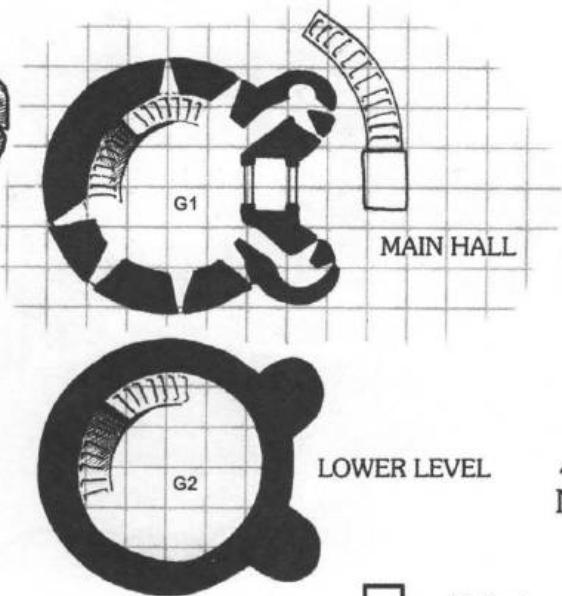
WM



## MAP 6 CHURCH OF ST. CUTHBERT



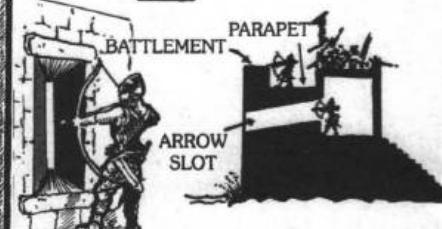
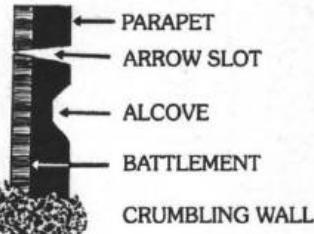
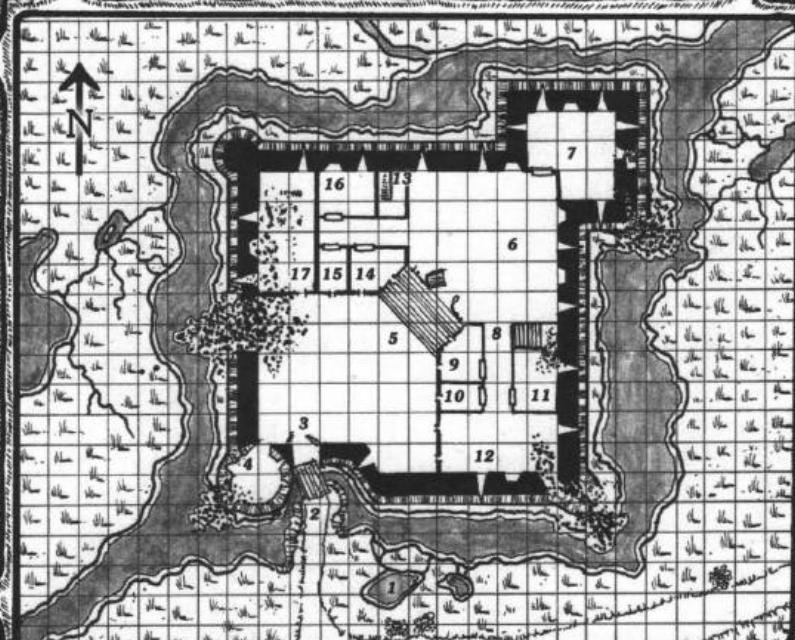
## MAP 7 GUARD TOWER



□ = 10 Feet

## MAP 8 RUINS OF THE MOATHOUSE

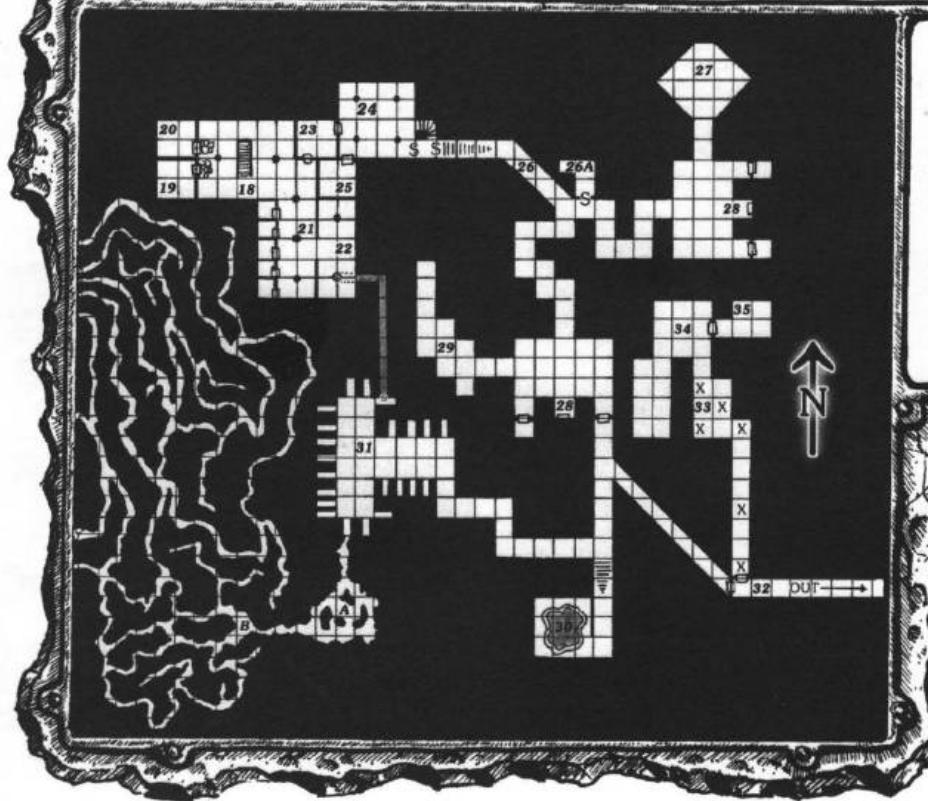
□ = 10 Feet

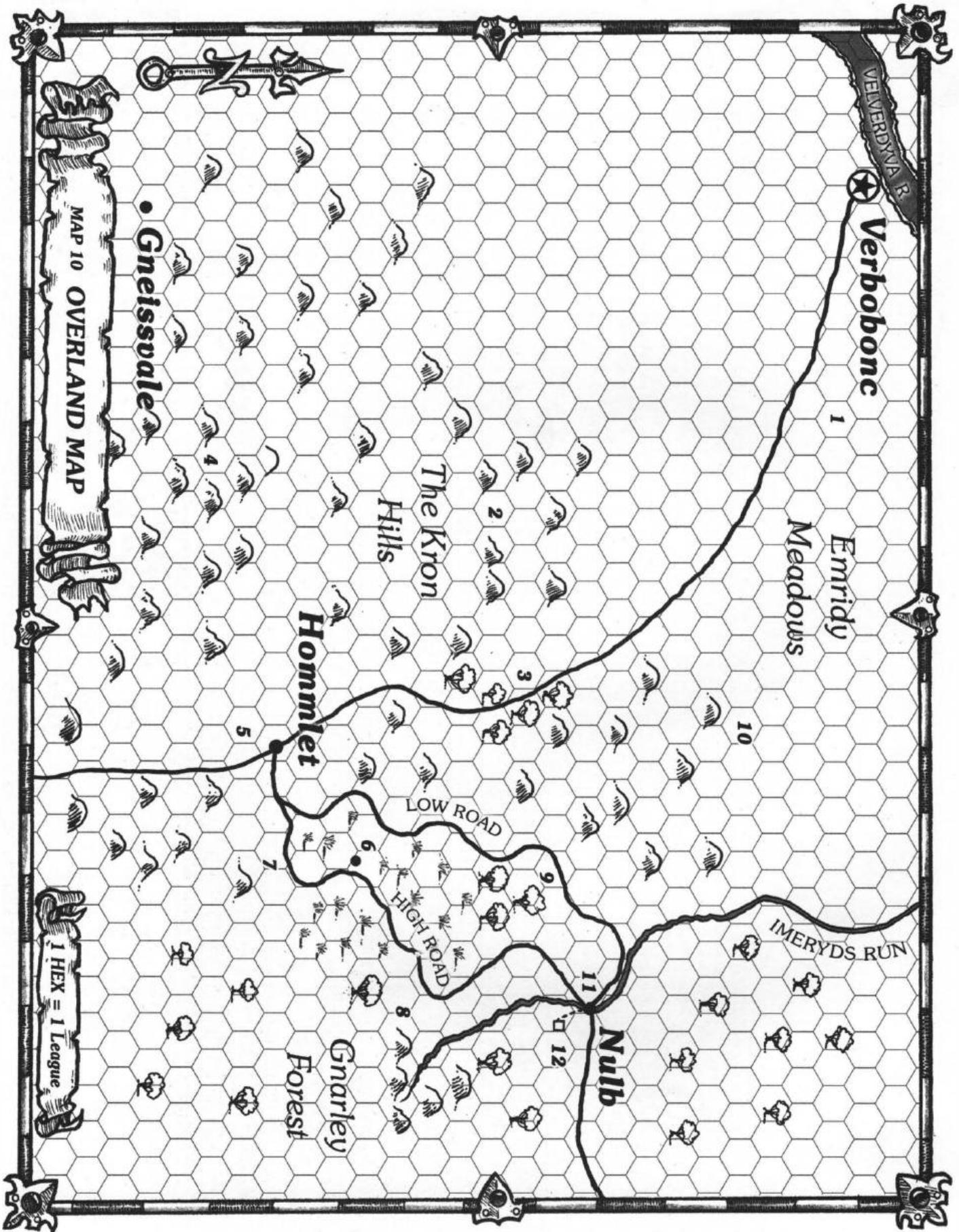


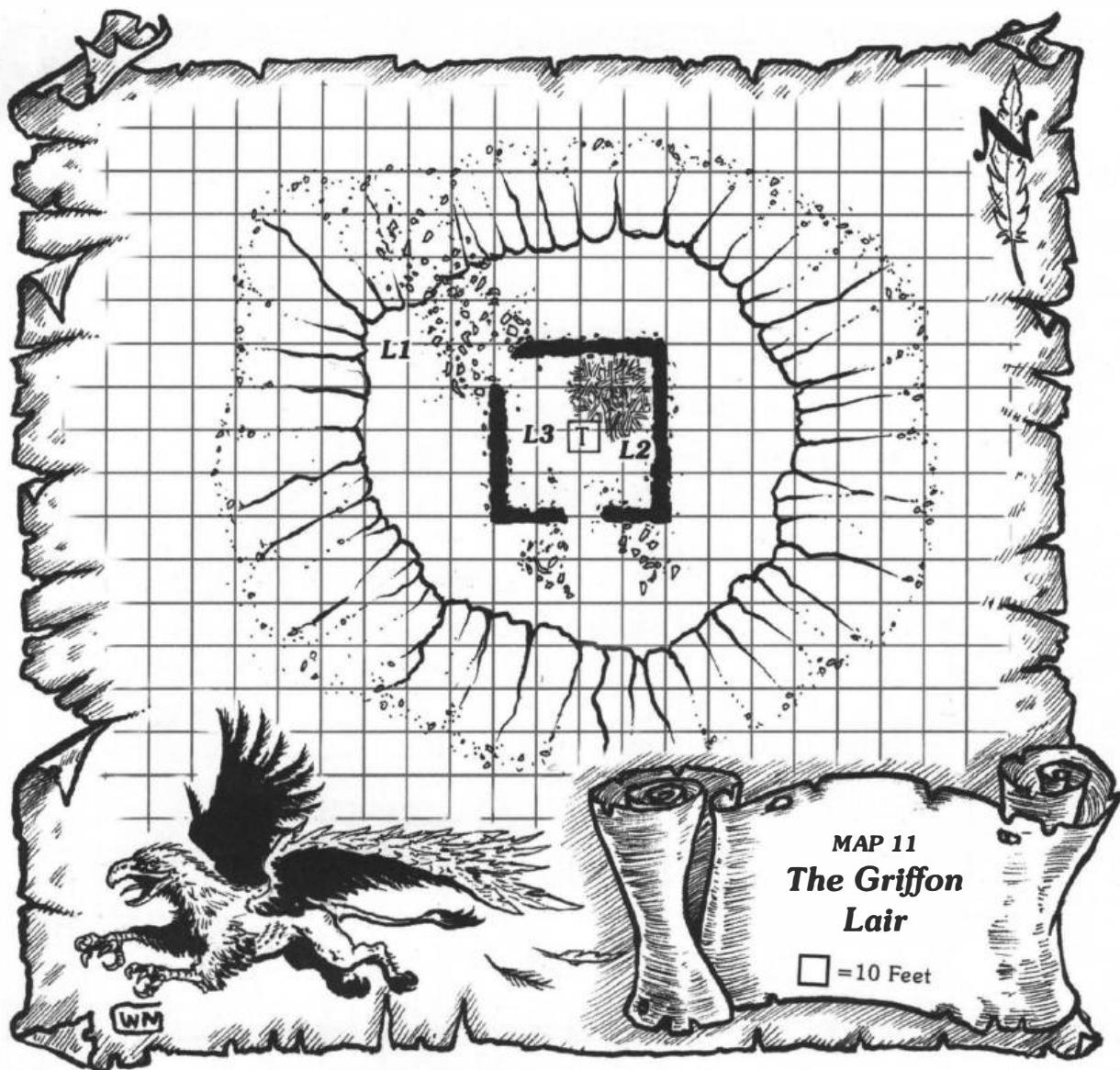
## MAP 9 MOATHOUSE DUNGEONS

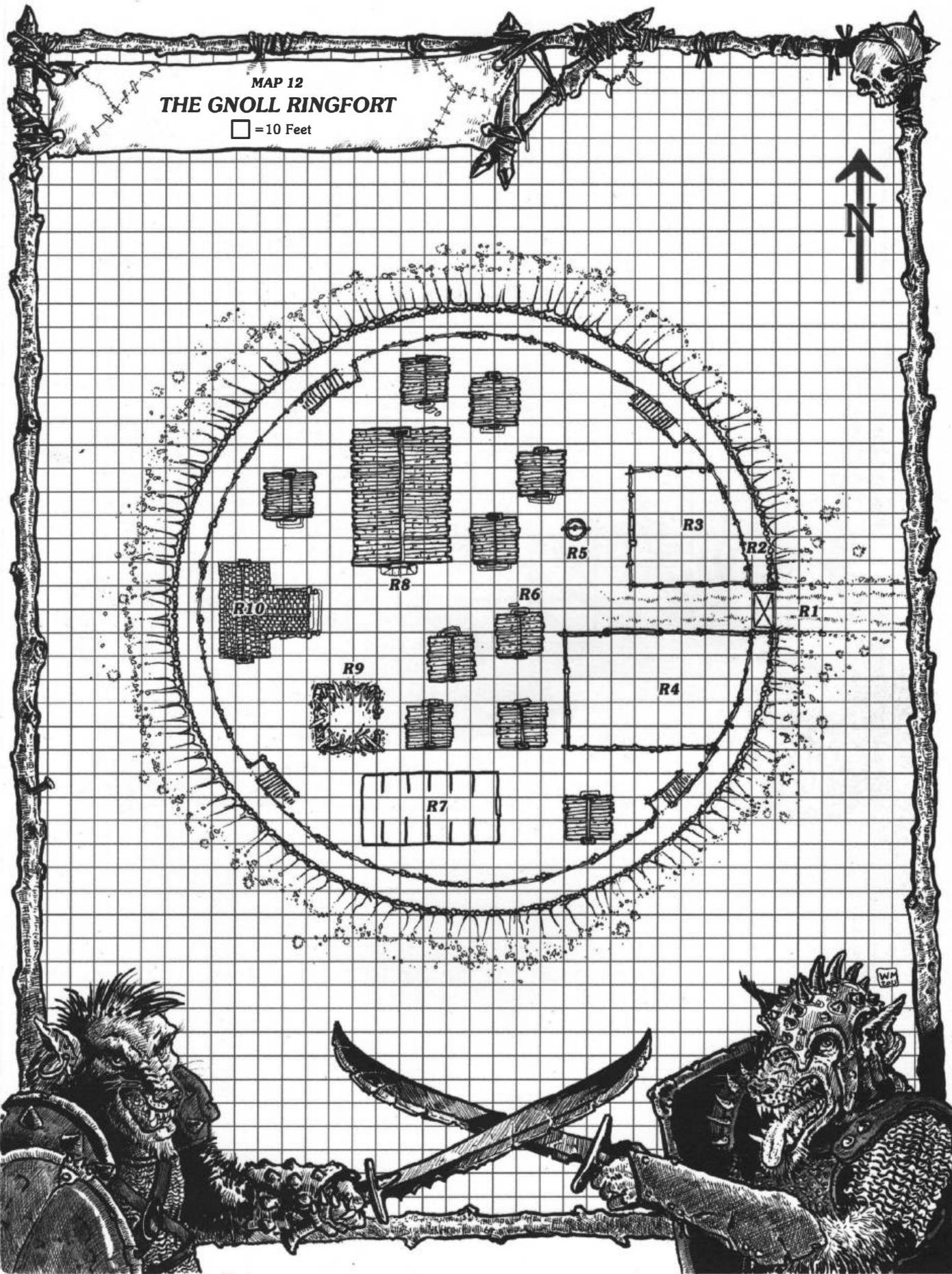
### KEY

- Door
- ===== Stairs Up
- ===== Stairs Down
- S- Secret Door
- Subterranean Passage
- False Door
- = 10 Feet



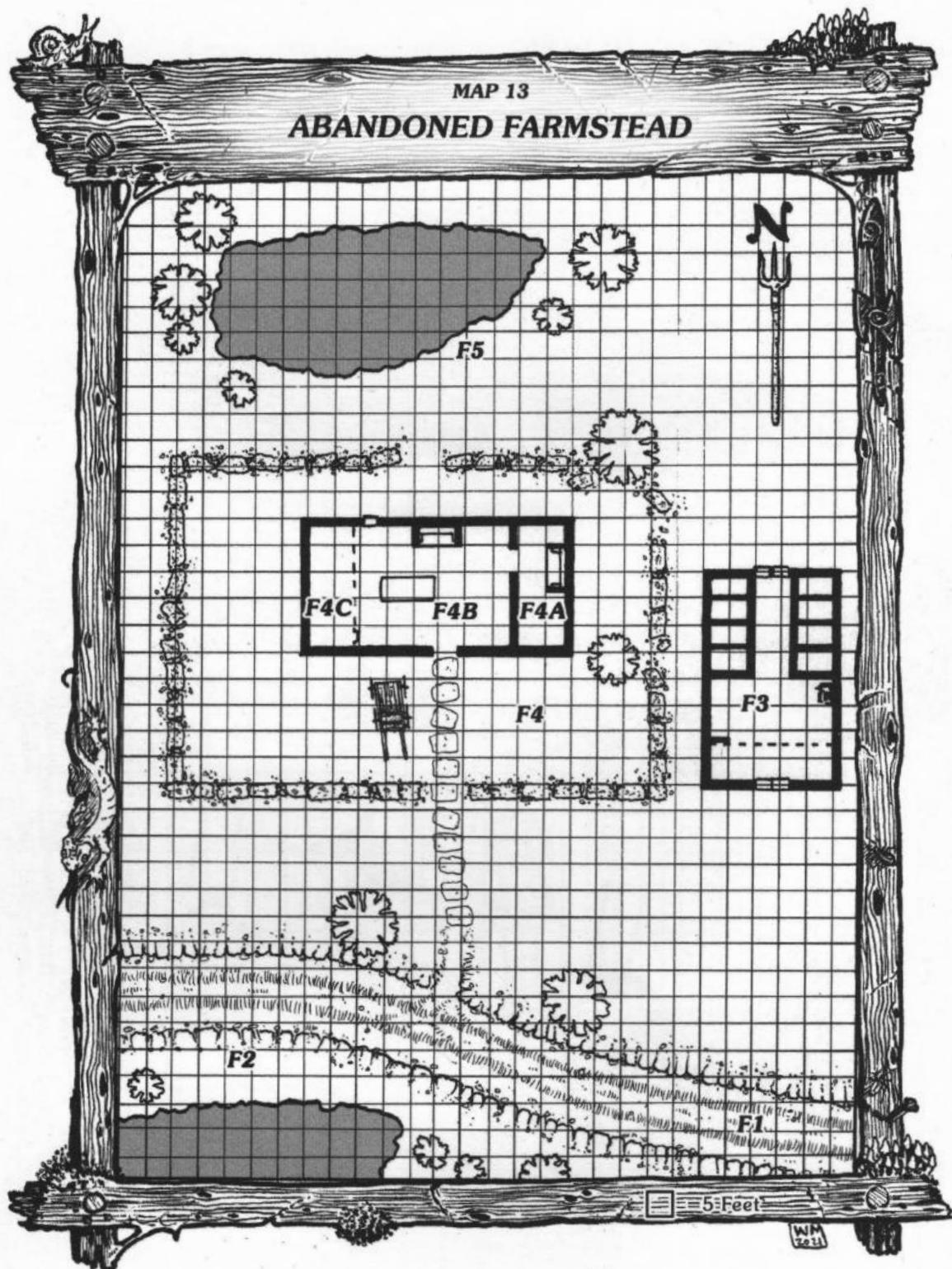






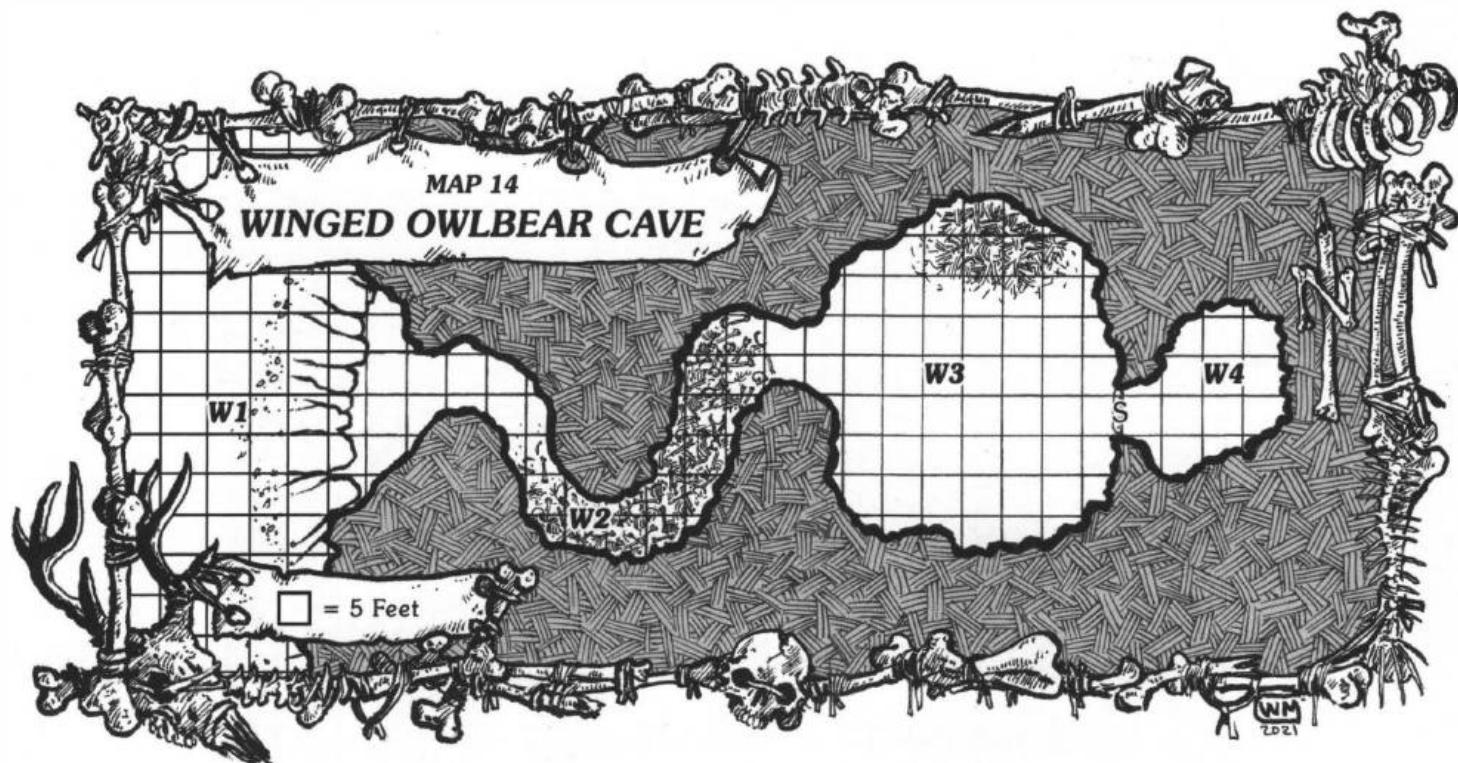
MAP 13

ABANDONED FARMSTEAD

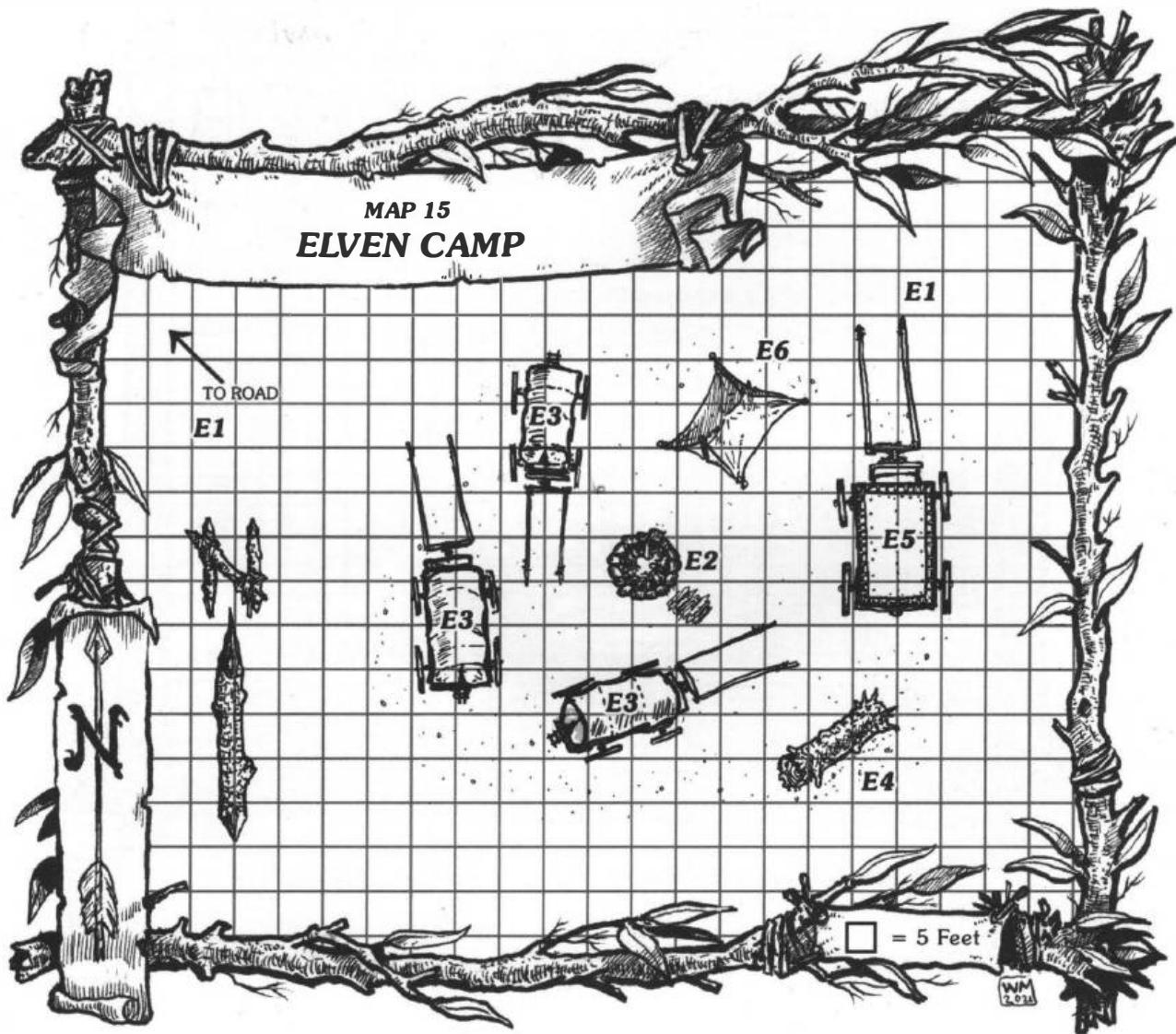


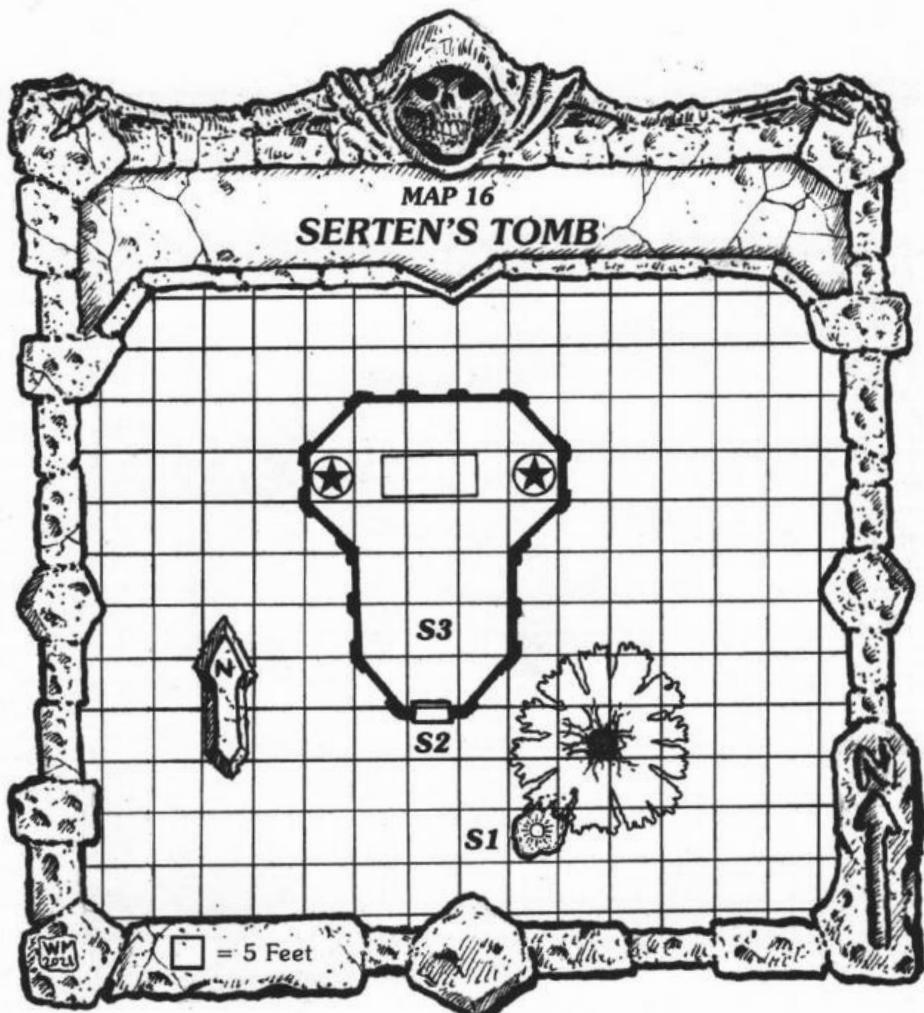
MAP 14

WINGED OWLBEAR CAVE

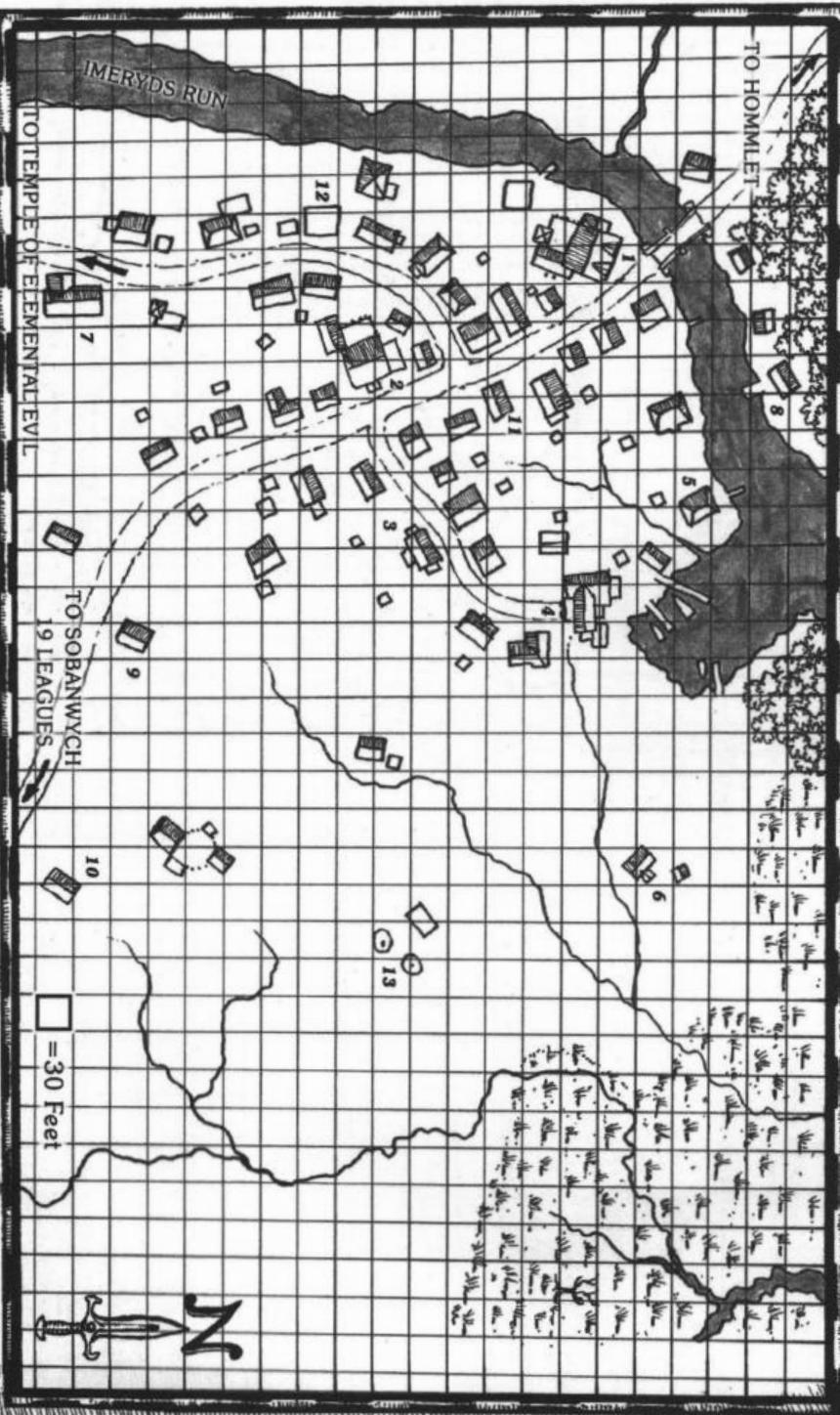


MAP 15  
ELVEN CAMP



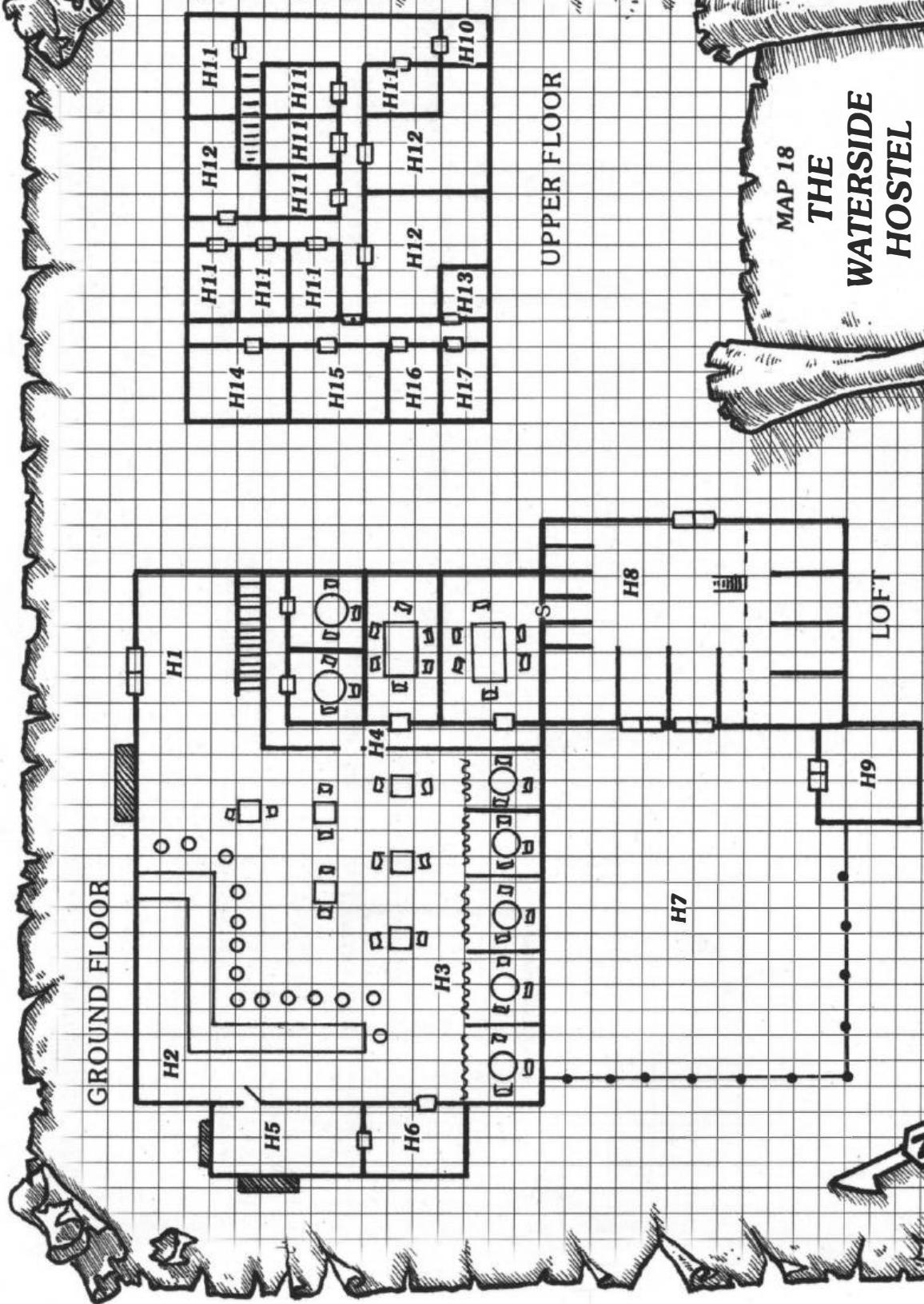


## MAP 17 THE VILLAGE OF NULB

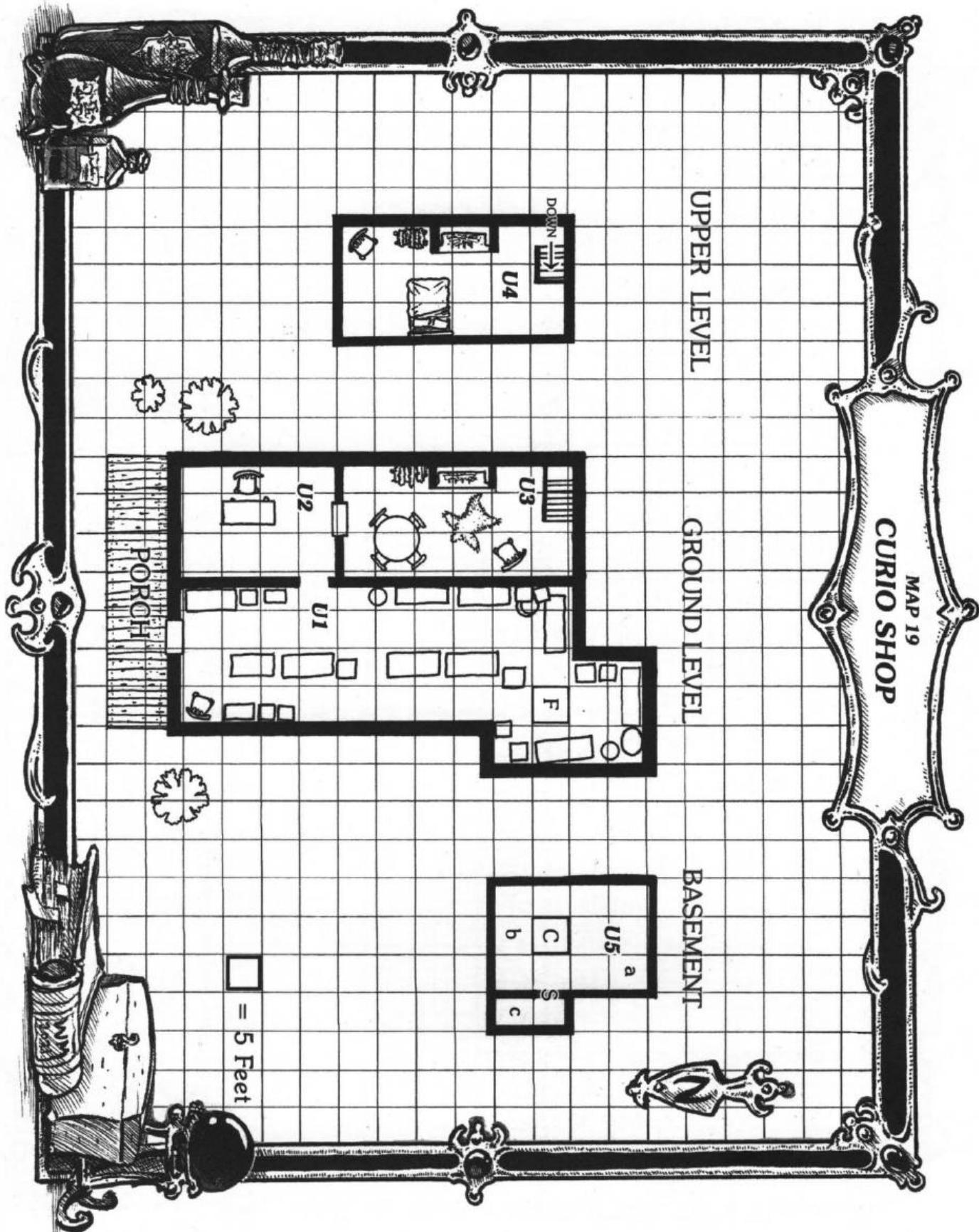


**MAP 18  
THE  
WATERSIDE  
HOSTEL**

□ = 5 Feet

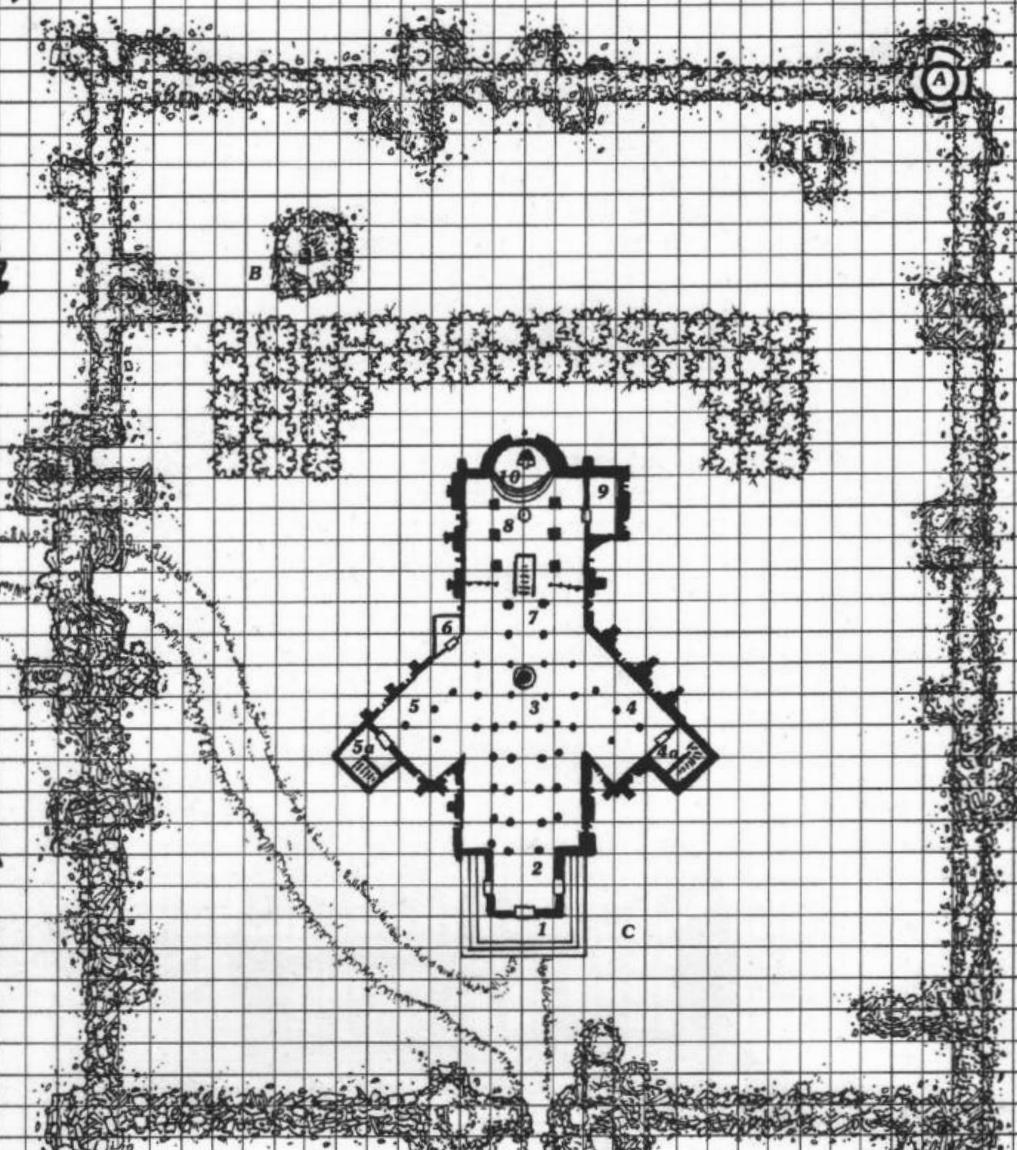


MAP 19  
**CURIO SHOP**



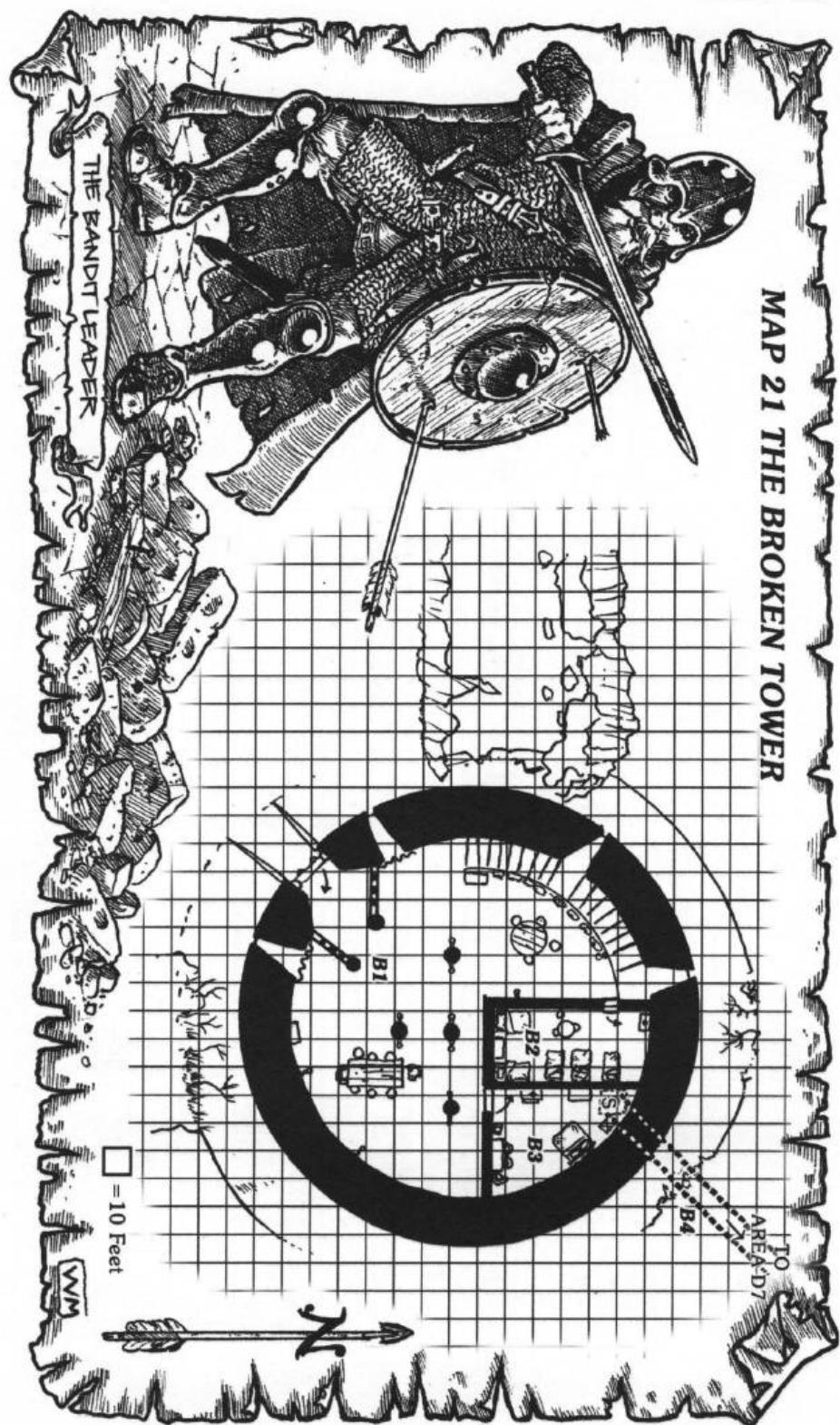
MAP 20

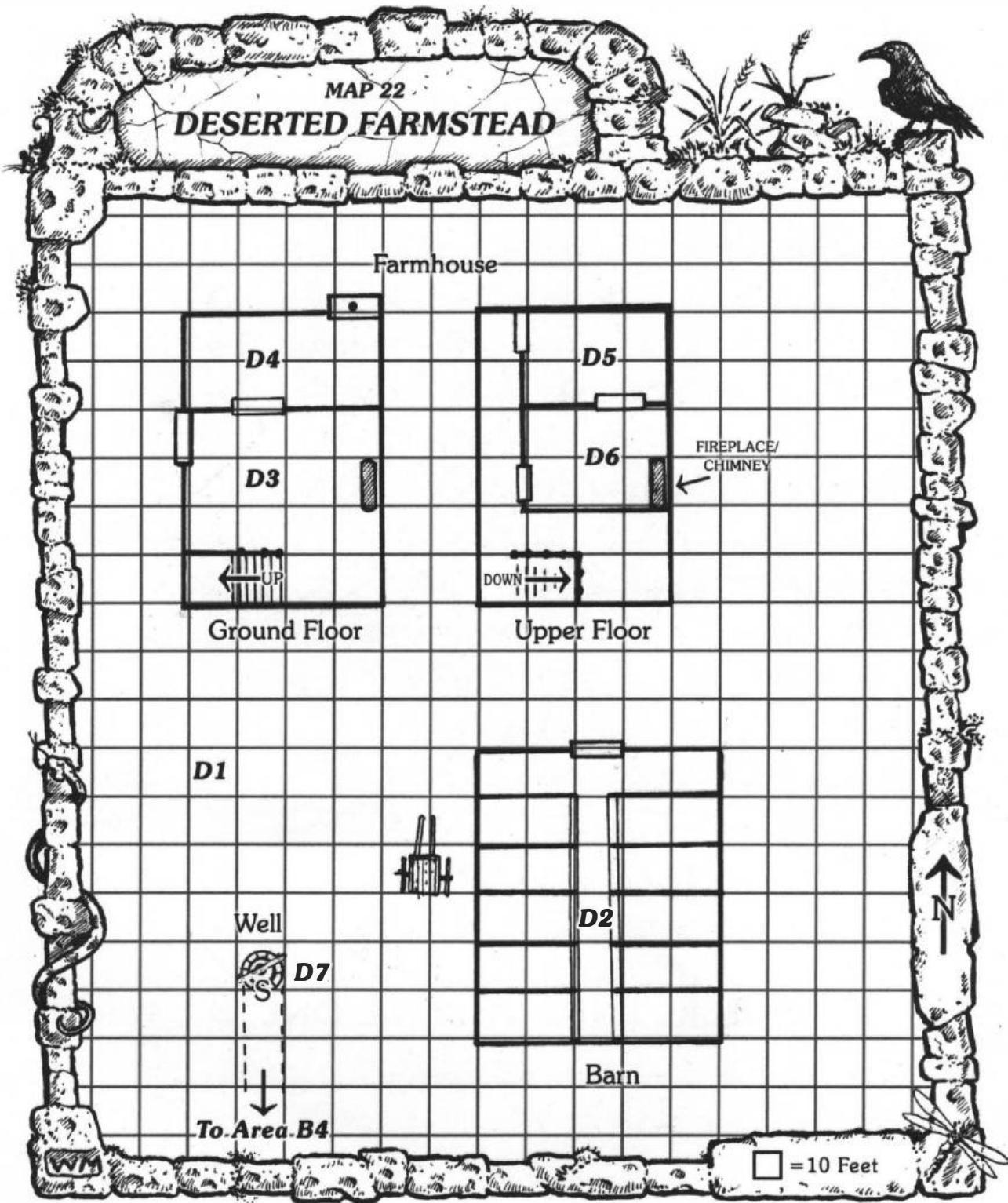
## THE RUINS OF ELEMENTAL EVIL



□ = 30 Feet

## MAP 21 THE BROKEN TOWER







∞ HERE ENDS VOLUME ONE ∞



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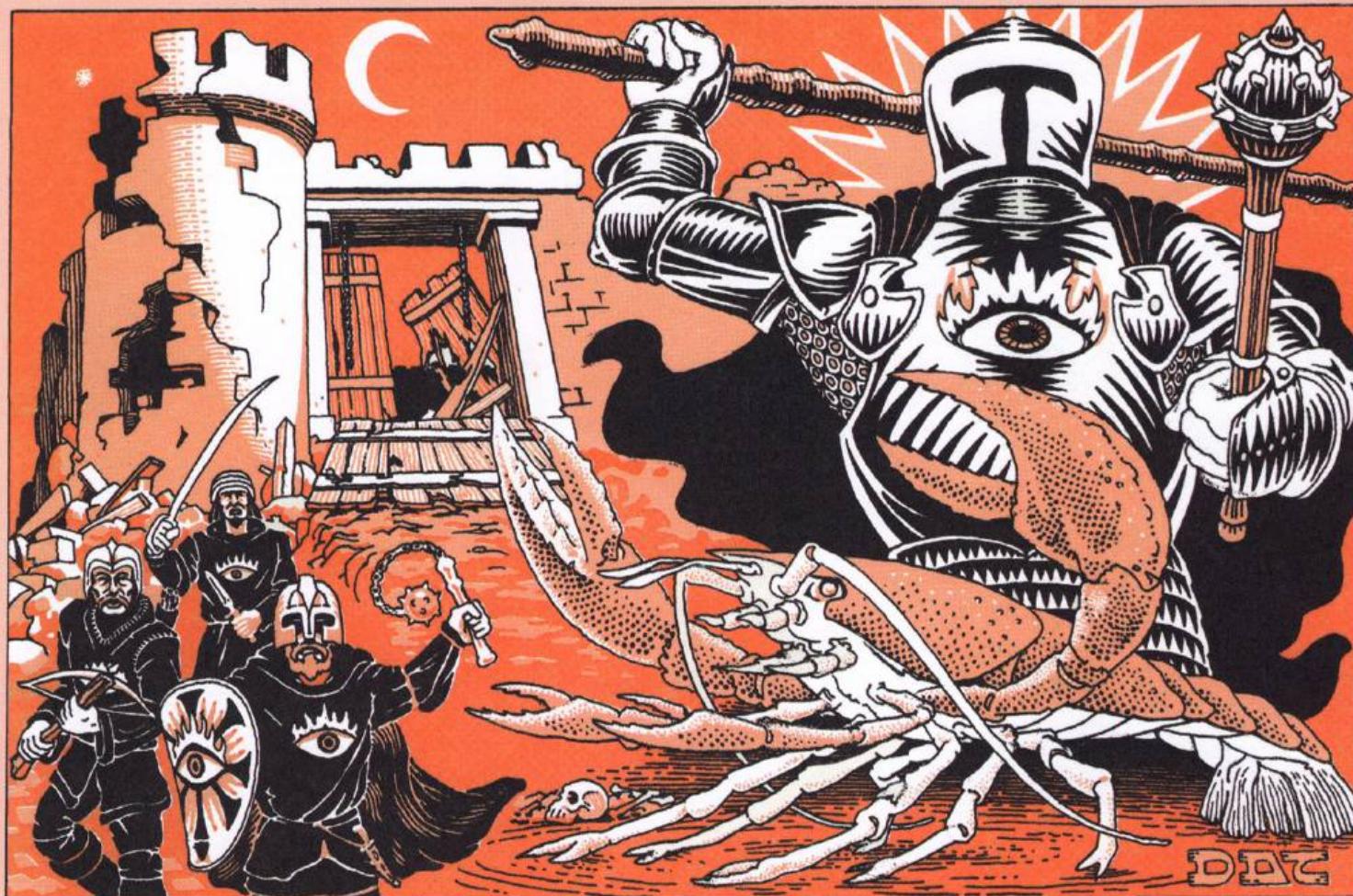


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by Gary Gygax

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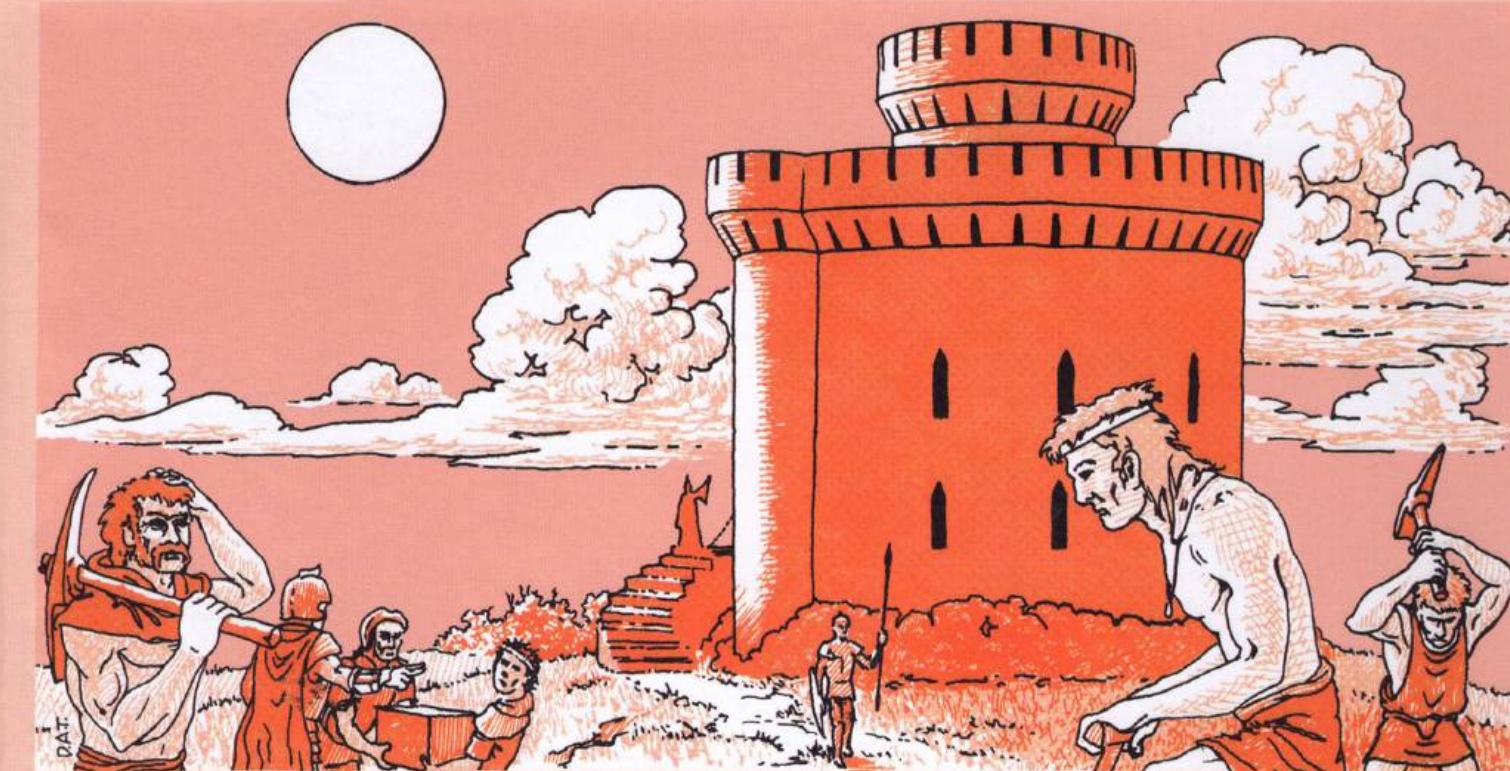
The Village of Hommlet has grown up around a crossroads in a woodland. Once far from any important activity, it became embroiled in the struggle between gods and demons when the Temple of Elemental Evil arose but a few leagues away. Luckily for its inhabitants, the Temple and its evil hordes were destroyed a decade ago, but Hommlet still suffers from incursions of bandits and strange monsters . . .

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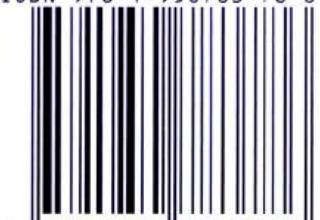
The Village of Hommlet thrives again. Years ago, this quaint village nearly fell prey to a great, neighboring evil. The nearby Temple of Elemental Evil, a grand edifice of wickedness, was defeated after a great battle and thrown into ruin forever ... or was it? Bandits have started to ride the roads again, and there are other ominous signs afoot. It is whispered that the demonic evil at the heart of the Temple was not truly conquered but merely imprisoned. Even now, agents of evil, malevolent beasts, and far worse creatures are conspiring to return the Temple to power and enslave the surrounding lands. Hommlet and the neighboring ruins may hold clues, but not everyone is to be trusted. Surely danger lies hidden in this idyllic region.

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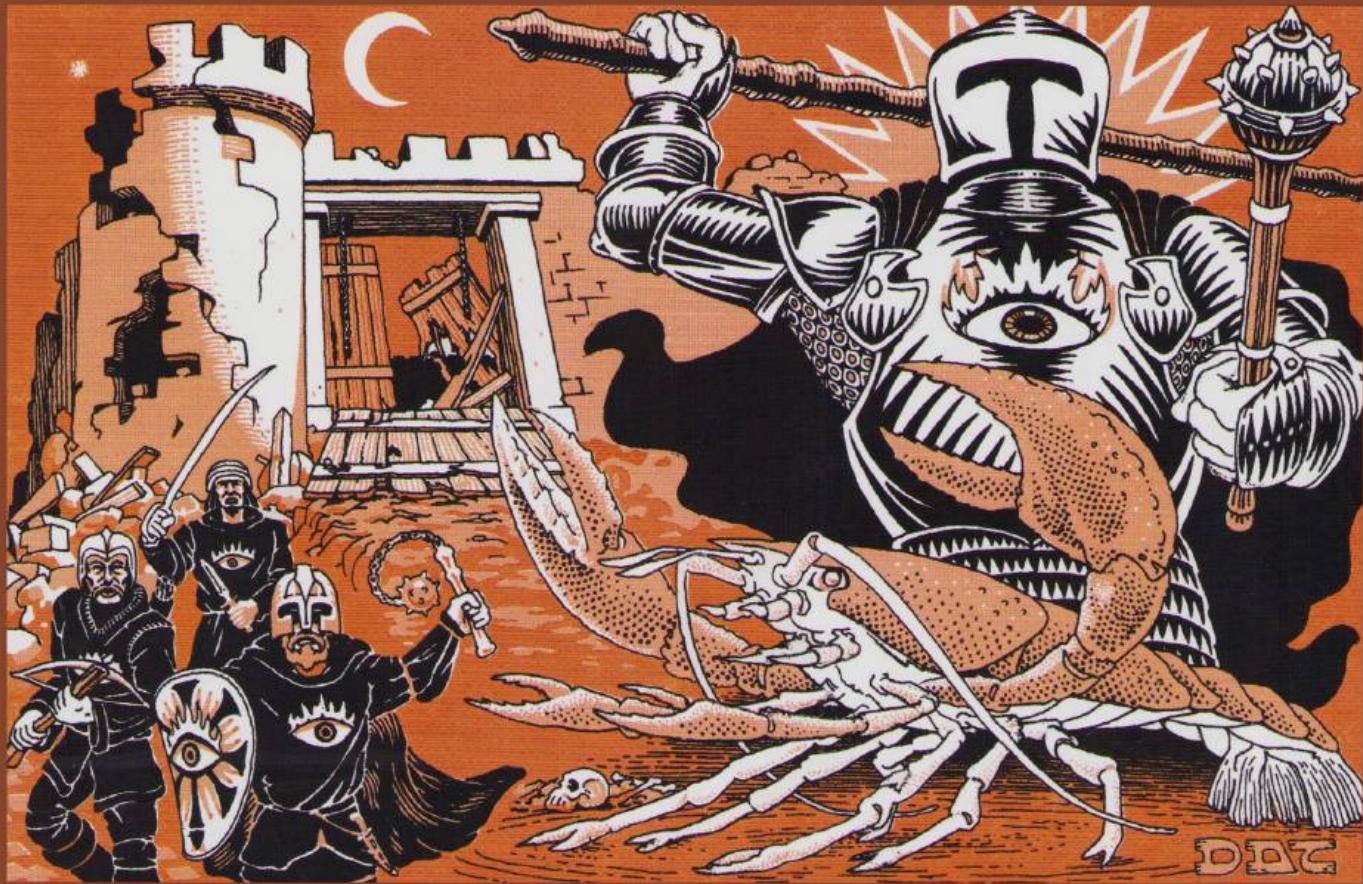


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VOLUME 2 OF A 2-VOLUME SET

Conversion by Chris Doyle, Rick Maffei, and Tim Wadzinski

# THE TEMPLE OF ELEMENTAL EVIL

*Full credits for the original edition of The Temple of Elemental Evil can be found in its respective section of this book, where it is scanned verbatim from a prior printing.*

*The credits that follow are for the 5E portion of this work.*

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5E Edition Editing and Additional Support	Tim Wadzinski
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## CHAPTER NINE

# The Temple of Elemental Evil

## Dungeon Level 1

### GENERAL FEATURES

Dungeon Level 1 of the Temple of Elemental Evil is depicted on map 23.

For additional information on the features of this level, see chapter 8.

**Wandering Monsters.** The first time the characters enter a dungeon room that isn't otherwise occupied, check for a random encounter. Also check for a random encounter every 10 minutes the characters spend exploring the corridors of this level. If the party rests, check once per short rest and four times per long rest. Roll 1d100 to determine what is encountered or simply choose an entry from the table.

### BANDITS

These NE human **bandits** have recently arrived at the Temple and are seeking leaders to give reports on outside activity and recruiting. One of these is a NE human **bandit leader** (see appendix B). Each bandit carries 1d6 gp, and the leader carries 3d6 gp.

### GHOULS

These foul, undead **ghouls** prowl the corridors of this level looking for prey. There is a 50% chance each ghoul carries 2d6 gp and a 10% chance a ghoul carries a bloodstone (50 gp).

### WANDERING MONSTERS: DUNGEON LEVEL 1

D100	Encounter	# App	XP	Source	Notes
01-02	Bandits	1d6 + 6	25	MM, p. 343	See description
03-05	Gnolls	1d4 + 1	100	MM, p. 163	
06-07	Ghouls	1d4 + 1	200	MM, p. 148	
08	Ooze	1	Varies	MM, pp. 240-243	See description
09	Ogre	1	450	MM, p. 237	
10	Guards	6 + 1	Varies	MM, p. 347	See description
11-99	No encounter	NA	NA	NA	
00	Zuggtmoy	1	Varies	Appendix A	See description

### GNOLLS

This small group of **gnolls** has recently arrived at the Temple and is ready to pledge their service to the forces of the Earth Temple. They are eager to fight to prove themselves and refuse to surrender or flee. They carry no treasure.

### GUARDS

This patrol of six **guards** plus a **guard leader** (see appendix B) can only be encountered once. The guards wear chain mail (AC 16) and wield longswords (+3 to hit, 5 [1d8 + 1] slashing damage, or 6 [1d10 + 1] slashing damage if used with two hands) and light crossbows (+3 to hit, range 80/320 ft., 5 [1d8 + 1] piercing damage). These guards hail from area 149 and are all human.

### OGRE

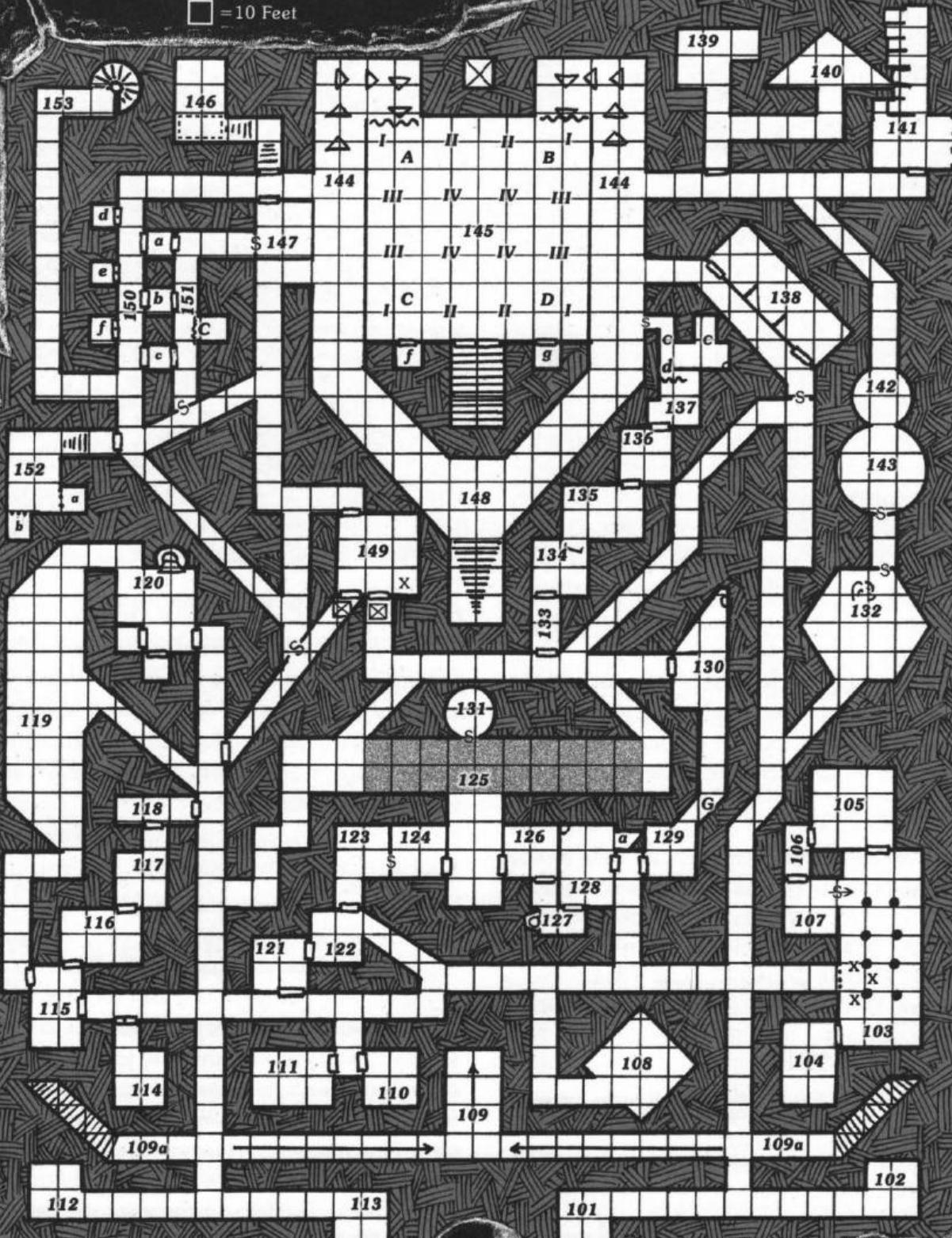
This **ogre** has a bad case of indigestion and is looking for trouble. He attacks on sight and fights to the death. He carries no treasure.

### OOZE

If this encounter occurs in a corridor, it is with a **gelatinous cube**. Inside the cube, among a few scattered bones, are a dagger, 11 sp, 8 gp, and a bone scroll tube (65 gp) that might be mistaken for a normal bone. It

MAP 23  
DUNGEON LEVEL 1

□ = 10 Feet



requires a successful DC 13 Intelligence (Investigation) check to reveal it is a scroll tube. It holds a *spell scroll* of *cure wounds* (3rd level). If this encounter occurs in a chamber, the characters are attacked by a **gray ooze** that drops from the ceiling with normal chance for surprise. It has no treasure.

## ZUGGTMoy

The demoness **Zuggtmoy** (see appendix A), recently freed, is moving about and assessing the readiness of her forces in the fallen Temple. She is furious at her imprisonment, and eagerly and fearlessly attacks any non-Temple forces she encounters in a bid for vengeance. Zuggtmoy's XP value varies depending on her degree of freedom; see area 353 in chapter 11 for full details. She carries no treasure. (If Zuggtmoy has not been freed from her magical prison, ignore this result and roll on the table again.)

## SCALING THE ENCOUNTERS

The encounters presented on Dungeon Level 1 were designed for five to eight 1st- or 2nd-level characters. For this conversion, they are presented as they occurred in the original text. Most parties of fifth edition characters range in size from four to six, and most will be all 2nd- or 3rd-level, assuming they proceeded to the Temple relatively soon after the Ruined Moathouse and the Nulb environs. Thus, the DM might want to adjust the challenge of some of the tougher encounters to bring them in line with modern standards. These include:

**Area 125.** Remove the six gnoll skeletons.

**Area 145.** Replace the earth elementals with **minor earth elementals** (see appendix C) with maximum hit points.

## KEY TO DUNGEON LEVEL I (MAP 23)

### AREA 101 – ARMORY

*This plain chamber is filled with wooden racks for various spears, polearms, and smaller weapons. The walls have many pegs indicating where other weapons and shields once hung. All that remains now are broken weapons, shattered shields, and ruined coats of mail. Several skeletons, both human and humanoid, lie scattered here and there as well as odd skulls and bones. Cobwebs hang in places; if any creatures have been here, visits are not frequent.*

A close examination of the bones in this area with a successful DC 11 Intelligence (Investigation) or Wisdom (Survival) check reveals teeth marks. Many of the bones are cracked, and the marrow has been sucked out. A successful DC 13 Intelligence (Investigation) reveals the humanoid bones are from gnolls. There is nothing of value in this room.

### AREA 102 – ARMORY

*This plain chamber is filled with wooden racks for various weaponry with pegs where weapons and shields once hung. There is naught here but broken remains of weapons, shields, and suits of rent armor, abandoned and irreparable. Likewise, the room is littered with human and humanoid skeletons and a collection of skulls and bones. Cobwebs fill the corners of the chamber.*

This room is almost identical to area 101, save that there is something of use to be found. Buried beneath a pile of splintered weapon shafts are 17 intact arrows, which can be found with a successful DC 13 Wisdom (Perception) check. The bones here have been cracked and gnawed on (as in area 101) and, indeed, the humanoid skeletons are gnolls.

### AREA 103 – PILLARED HALL

*This 70-foot-by-30-foot chamber appears deserted. It has probably served as a privy, for the place has a foul, fecal odor, and filth is scattered here and there on the floor. The columns which support the ceiling 40 feet overhead are thick, perhaps 4 or 5 feet in diameter. A few skulls and bones lie scattered about the pillar bases.*

Five feet from the entry, each area marked with an "x" on the map represents a pressure plate. The plates can be found with a successful DC 20 Wisdom (Perception) check. When 100 or more pounds of pressure is applied to any plate, a heavy, barred grate (concealed in the archway) drops noisily and seals the doorway. A character within 5 feet of the threshold can attempt a DC 15 Dexterity saving throw to leap either into or out of the room. Failure indicates the grate slams down too fast. The doorway is only wide enough for two characters to attempt this maneuver. The grate can be lifted with an action and a successful DC 18 Strength (Athletics) check. The bars of the grate can be bent wide enough for a size Medium creature to pass through with a successful DC 22 Strength (Athletics) check.



This room is, in fact, the lair of two **harpies**, who roost in special niches cut into the eastern faces of the two central eastern pillars, 34 feet above the floor. When the grate falls, the harpies begin using their Luring Song action. In the next round, they cease their song and fly about, attacking any creature that makes a hostile gesture using flyby attacks with bone clubs.

The secret door in the northern portion of the west wall does not open from this side, except by the use of *knock* or a similar spell. It can be located with a successful DC 18 Wisdom (Perception) check.

**Developments.** The sounds of combat here draw the occupants of area 104 within 1 round. If no such turmoil is heard, these creatures arrive 5 rounds after the gate noisily crashes down.

### AREA 104 – ROOM, 30' × 20'

*The door on the southwest wall of the pillared hall leads to this place. No exits are apparent. The place reeks of carrion, and filth and bones litter the floor. Heaps of old cloth along the walls indicate where the occupants of the place once nested. Old garments hang from the pegs in the wall.*

Six **ghouls** occupy this room normally, living in harmony with the harpies in the adjacent hall, who are al-

lowed the “fun” of killing charmed and other victims, and get their fair share of the morsels thus obtained. Most of the corpses are then taken by the ghouls for later feasting.

**Treasure.** A thorough search of the room with a successful DC 15 Wisdom (Perception) check reveals 187 cp, 81 sp, 5 ep, and 61 gp under the bedding. A Medium-sized shirt of *elven chain* hangs under an old cloak on the south wall. It is covered with grime, dirt, and offal, and only a successful DC 13 Intelligence (Investigation) check or careful examination reveals its exquisite quality.

**Developments.** These foul creatures dwell here in harmony with the harpies and other creatures to the north (in areas 105-107). The ghouls move from here into the harpy hall (area 103) if any noise is heard therein; their speed is determined by the nature of the sounds (as described above).

### AREA 105 – ROOM, 30' × 30'

*This place is another room abandoned to new tenants. The noisome place is littered with rags and bones. A broken chest stands in the northwest corner. A door is in the west wall near the south corner.*

Four more **ghouls** lair herein, but these ignore all noises from area 103, assuming that their cohorts will handle whatever occurs. These ghouls attack any humanoids not clad in Temple robes.

**Treasure.** The sundered chest contains old clothing such as bits and pieces of brown and tan garments. Under them are 108 cp, 92 sp, 37 gp, and 7 pp.

## AREA 106 – ANTECHAMBER

*This inner room was evidently the antechamber of some minor functionary, for its walls are plastered and covered with obscene paintings. The remains of upholstered furnishings, a couch, and four chairs are still in the room. Some old and battered pewter dishes are heaped upon a small table. Normal doors are placed in the south and east walls.*

**Treasure.** The only items of any value here are the four “pewter” plates, which, upon examination with a successful DC 11 Intelligence (Investigation) check, are revealed to be tarnished silver, and worth 30 gp each.

## AREA 107 – ROOM, 20' × 20'

*From the look of this chamber, it was once the sanctuary of some lesser priest of the Temple. The walls are plastered and painted with scenes of evil nature, featuring the earth principle. The rotting remains of a large bed, two couches, and several carved chairs, now broken, testify that the room was once a comfortable place.*

The whole room reeks horribly. Bones are tossed here and there, and a partially eaten humanoid carcass lies on the floor near the south wall. No exits are visible.

Two **ghasts** have chosen this spot as their lair. From it, they direct the nearby ghouls, and have grown accustomed to leading an easy existence, since the ghouls often bring back plenty to consume. The humanoid body is an unfortunate orc.

There is a one-way secret door on the east wall. The secret exit works by raising a wall sconce, which causes a 5-foot-wide wall section to pivot. This cannot be triggered except from inside this chamber. If the ghasts use it (see “Developments” below), its presence is revealed; otherwise, a successful DC 15 Wisdom (Perception) check is needed to locate the door and the sconce trigger.

**Treasure.** If the bed is moved, a section of stonework on the wall with plaster missing is noteworthy. Behind a

loose block is a large gold cup (450 gp) which contains 112 gp and three onyx gems (50 gp each).

**Developments.** If reduced to 9 hit points or fewer and hard-pressed, the pair tries to escape via the secret door in the east wall, eventually heading to area 115 for safety.

## AREA 108 – GARBAGE ROOM

*The former use of this area cannot be determined, but it is now filled with trash, waste, bones, and the like. It is very odiferous. Nothing of value is immediately apparent, nor are there any exits.*

If the characters persist in disturbing the trash, they arouse the 20 **giant rats** that live beneath and attack hungrily. If more than 10 of the rats are slain, the rest probably scatter and bury themselves back in the debris (50% chance; check each round). There is nothing of value in this room.

## AREA 109 – FRESCOED CORRIDOR

*This passage is evidently one of importance, for it is plastered and painted with the vile scenes typical of the Temple.*

The east-west, 10-foot-wide passages leading to this area slope gradually downward to it. This 20-foot-wide corridor in turn gently descends towards Dungeon Level 2.



These gradients are such that only dwarves easily notice with a successful DC 10 Wisdom (Perception) check. A dwarf may add its proficiency bonus to this check if it's not already proficient due to its Stonecunning trait (this check replaces the Intelligence [History] check normally allowed by Stonecunning). Rock gnomes, likewise, may notice the gradient with a successful DC 12 Wisdom (Perception) check. Others do not notice unless the group is spread out over more than 40 feet, in which case a 10% chance exists per 10 feet of spread length to notice the gradient.

If the wide corridor is taken, refer to area 201 in chapter 10.

## AREA 109a – STAIRWAY

*The corridor ends in a stairway which diagonals upward towards the main Temple floor.*

Following this stairway leads the characters back to area 4a if they take the eastern staircase or area 5a if they take the western staircase in the Upper Works (see chapter 8). There is nothing of value and no traps or hazards to be found along either staircase.

## AREA 110 – STORAGE CHAMBER

*This chamber is obviously no longer in use, for it contains sacks of moldering grain, barrels of rotting flour, and heaps of broken containers with spilled contents in a jumbled mess.*

This room is exactly as it seems: an old storage chamber with nothing of use or value remaining herein.

## AREA 111 – STORAGE CHAMBER

*From the stale reek in this room, you can determine that much beer, wine, and ale was poured out here. The floor is covered with a dark residue, and broken tuns, barrels, casks, and kegs are strewn everywhere.*

Most of the casks and tuns are empty or destroyed. A careful inspection here with a successful DC 13 Intelligence (Investigation) check reveals one cask with the contents intact. It is, unfortunately, vinegary wine that is now so bad that anyone who samples it must succeed on a DC 15 Constitution saving throw or become nauseated for 1d4 hours. While nauseated, a creature is poisoned. A creature can attempt another DC 15 Constitution saving throw each hour or complete a long rest to shake off the effects.

## AREA 112 – ARMORY

*Wooden racks, hooks, and pegs line the walls of this plain chamber, all clearly intended for hanging various forms of weaponry from small shortswords to 10-foot polearms and shields. There is little left of those armaments now, save for a few broken shards of weapons and ruined bits of armor. Skeletons of humans and humanoids lie scattered about, both complete and bits of random skulls and bones. The cobweb-littered room has not seen use in some time.*

As with the other armory areas, there's little of use to be found in this room. A careful search turns up a serviceable mace, but that's all. The humanoid bones are from gnolls, which can be determined with a successful DC 13 Intelligence (Investigation) check.

## AREA 113 – ARMORY

*This chamber is covered in a layer of dust, and cobwebs obscure the corners. It's clear that no one has been in here for a while. Broken bits of armor and shields and shattered weapons cover the floor. The walls are lined with shelves, hooks, and pegs that once served as storage for the armaments here, but now, it seems the room is neglected and abandoned.*

Like the other armory rooms, this room has been thoroughly vandalized.

**Treasure.** Located high on a ledge of a supporting arch lies a single +2 crossbow bolt. Its location can be revealed via a *detect magic* spell, but otherwise, only raising a character at least 9 feet above the floor or a successful DC 18 Wisdom (Perception) check can reveal its well-obscured location.

## AREA 114 – SECURED DOOR

**DM Note:** This door is secured with two locks. Picking the padlock requires thieves' tools and a successful DC 13 Dexterity check, and picking the main lock requires thieves' tools and a successful DC 15 Dexterity check. The actual door is typical for the dungeon, so it can be sundered with weapon blows. Using brute strength to break through the door is possible, requiring a successful DC 20 Strength (Athletics) check. If either of the two latter methods are employed, the noise draws the attention of the occupants of area 115, who arrive 1 round later.

*The closures of this portal indicate that it is used with relative frequency. A door lock and a padlock are present, the*

latter securing a chain. Unless the locks can be picked, only force can then remove the obstacle.

Inside, the room is a dark, filthy chamber which serves as a prison in which captives are held for eventual sacrifice to the Earth Temple (area 145) or for feasting ghouls and ghosts (areas 115-118). There are currently 12 human prisoners here; all are naked, and the males are chained to the wall. All are from the Nulb area. The prisoners are as follows:

- Two female **commoners** (the wife and servant of one of the merchants)
- Two male **commoner** merchants. One is proficient with brewer's supplies, and the other is proficient with potter's tools.
- Three **commoner** servants, two male and one female. One is proficient with the History skill (+2).
- One male river sailor; as a **pirate** but with LN alignment.
- Four male **guards**

The prisoners know nothing of the Temple. They tell of being captured by raiding ghouls, except for the sailor, who was brought here by Dick Rentsch (see chapter 7, area 1) and his men as punishment for making a pass at Dala. The merchants, wife, and servants can offer no ransom, and if freed, just ask to be shown how to get out of the Temple and away quickly.

**Developments.** The sailor and guards will most certainly serve loyally if supplied with clothing, armor, and weapons; if treated fairly and paid normally, they are normal hirelings. At the DM's discretion, the optional rules for loyalty (*DMG*, p. 93) can be brought into play to track their connection to the characters; if so, add 2d4 to the initial loyalty score since they were rescued from such a vile place. In addition, any checks made to maintain their loyalty have advantage due to their gratitude towards their liberators as long as they are treated well (i.e., their loyalty score is higher than 10).

Should the party need a new member due to the death of an existing character, any of these commoners can be elevated to the status of a full player character by improving the statistics to those of the standard array (*PH*, pp. 12-13) and adding class levels as appropriate. They would likely be fighters or rangers, though rogues are not out of the question.

## AREA 115 – RECTANGULAR ROOM

**DM Note:** The peephole on the west door can be discovered from the exterior of the room with a successful DC 18 Wisdom (Perception) check.

*The south wall of this chamber bears a bas-relief of a hideous head: a humanlike face with squashed features, the face low upon a mushroom-shaped cranium. In the background of the artwork, various humanoids, monsters, and demoniac creatures prance and jape. The remains of a sandstone altar lie in fragments before this sculpture. All furnishings are gone, but six heaps of old clothing, rags, and what-not remain, indicating that something yet dwells herein. A wooden box is near the north door.*

The west door has a peephole usable from inside the room. It is covered with a piece of cork painted the same shade as the door. It can be easily located from the interior if the door is examined. The bas-relief depicts Zuggtmoy, which can be discerned with a successful DC 18 Intelligence (Religion) check or a successful DC 20 Intelligence (Arcana) check. The crumbled remains of the sandstone altar are worthless.

Six **ghouls** dwell in this room. These creatures, like their fellows in nearby areas, have free run of this sector of the Temple's upper dungeon to serve as a first line of defense. It is also hoped that a sufficient force of ghouls and ghosts can be built to be later formed into a contingent of the Temple hordes when they re-emerge to war upon the forces of Good.

**Treasure.** The unlocked box contains an old frayed cloak (worthless), 263 cp, and a finely crafted, 6-inch-tall, ivory statuette (85 gp).

**Developments.** The ghouls pass through the eastern door to investigate any noise coming from the corridor, as noted in area 114. If intruders are discovered, five attack while one hastens to alert those in area 116.

## AREA 116 – RECTANGULAR ROOM

*The stench of death lies heavily here as well. Parts of rotting tapestries still adorn the east and west walls. A battered table and two stools occupy the center of the room. Mounds of cloth line the walls, apparently beds for the occupants. A water barrel is near the south door, and a full sack rests near the north door.*

Six **ghouls** reside herein, moving to aid the other undead as needed. If necessary, one ghoul goes to area 117 to



summon more aid, while the other five attack enemies.

**Development.** If intruders approach from the north, the one ghoul alerts those in area 115 while the others fend off the attack.

**Treasure.** The water barrel is placed over a hole in the floor, which can be found with a DC 12 Wisdom (Perception) check. Inside the hole are 192 sp and 47 ep. The sack contains the clothing taken from the current captives in area 114 and three others as well, all now deceased.

## AREA 117 – SQUARE ROOM WITH ALCOVE

*The walls of this chamber were once plastered and painted, but where the covering still remains, some sort of mold or similar growth has covered it sufficiently to make the colors and subject matter indistinguishable. A 10-foot alcove is in the northeast corner of the room. Bones are heaped in a pile in the alcove, and a disgusting odor lingers about the place. Torn cloth and old cushions are piled to form two tangled nests of bedding near the south door. A large, iron-bound chest with a heavy padlock rests in the southeast corner.*

Two **ghasts** live in this room. They tend to flee from a losing confrontation but are eager to join a winning fight in one of the other chambers, as they perceive the situation. If reduced to 7 hit points or fewer, they flee (see “Developments” below).

**Treasure.** The chest is padlocked but not trapped. The key is nowhere to be found, but the lock can be picked with thieves’ tools and a successful DC 13 Dexterity check. It contains 611 sp, a *scroll of protection* (undead) in a silver scroll tube worth 35 gp, and a brooch with a carnelian stone with a cameo coat of arms (representing Veluna, quartered by the Knights of the Hart). The coat of arms can be identified with a successful DC 14 Intelligence (History) check. The brooch is worth 800 gp if sold but is worth 1,200 gp if returned to the Knights of the Hart.

**Development.** If the ghasts flee this room, they head for area 107 via areas 103-106.

## AREA 118 – HALL, 10' × 30'

*This area is plastered and wainscoted in some now-ruined wood. It was evidently some form of trophy or museum room as several broken wooden cases are shoved against the*

walls. A moldy, but serviceable shield hangs on the west wall. Two great heaps of old cloth, pillows, and like materials are formed to serve as beds.

The two **ghasts** dwelling in this room are the leaders of this complex and the one to the southeast (areas 103-107). They are large and lazy, and bully the weaker ghosts and ghouls, getting the best of the food and loot. They love their life of ease and know that it is lost if they show weakness. The larger of the pair has 50 hit points and a Strength of 18 (+4), so its claws attack is improved (+6 to hit, 11 [2d6 + 4] slashing damage). Neither of these ghosts retreats as do the others in the complex, unless turned by a cleric or magic.

**Treasure.** The larger ghast wears a gold chain (7,000 gp) set with three small rubies (1,000 gp each). The other ghast wears a ruby ring on a gaunt finger (4,000 gp), but it is so encrusted with dirt and filth that it goes unnoticed unless a character makes a successful DC 17 Wisdom (Perception) check. The shield on the west wall is a *+1 shield*, long forgotten by the remaining Temple authorities.

## AREA 119 – BANQUET HALL

*This huge place is over 100 feet long and 30 feet wide in the main area. The litter of tables, trestles, benches, chairs, and stools scattered and heaped about the place show that great revelries were once held here. Bits of tapestries and drapes still hang here and there from the walls. Bones and white skeletons can be seen on the floor and under the heaped, broken furniture. A skirmish in the greater battle for the Temple was surely fought in this place!*

This chamber once served as a banquet hall. Unless the characters need kindling wood, there is little of value here now. A persistent search reveals one usable shield and weapon every 10 minutes to a maximum of four of each. No check is necessary to discover these mundane weapons, but roll 1d4 to determine what kind of weapon is discovered:

### D4 Weapon Found

- |   |            |
|---|------------|
| 1 | Longsword  |
| 2 | Shortsword |
| 3 | Battleaxe  |
| 4 | Spear      |

## AREA 120 – KITCHEN

*This place is 20 feet by 30 feet with three doors in the southern portion: east, south in the west corner, and west. A high, broad fireplace with numerous side ovens dominates the north wall. The fireplace is large enough to roast a whole ox. The room is littered with broken containers and dishes, trash of an unidentifiable sort, and pieces of wooden tables, countertops, and the like. Several skeletons are visible, including one which appears to be that of an ogre.*

This once served as a kitchen for the complex. Within the darkest recesses of the unused fireplace dwells a **giant poisonous snake**. It is coiled and blends in well (Stealth +4) with the flagstone lining of the hearth. It has not eaten for a long time and is very hungry. It strikes if a character gets close to examine the fireplace. Unless the character wins a Perception vs. Stealth contest, this attack is by surprise. The snake fights to the death.

The two 10-foot rooms to the west and south were used for food storage and crockery storage, respectively. Their contents are broken and smashed, and foodstuffs once stored here are spoiled.

**Treasure.** Hidden under a small pile of nondescript debris near the ogre skeleton is a usable shortsword (its “dagger”) and a leather sack containing 84 gp. It requires a successful DC 13 Intelligence (Investigation) check to locate these items.

## AREA 121 – SQUARE ROOM

*The bare, stone walls of this place have only a peg or two here and there and three brackets with unlit torches in them. The wooden table is against the east wall, just south of the eastern door, with three stools nearby. A small keg full of water stands in the northeast corner, and next to it is a mound of ordinary-looking dirt.*

This room is a sentry area with plain furnishings and little of interest, save the occupants. Four **gnolls** are stationed here as sentries. The south door has a spy hole, operable only from inside the room. One gnoll is posted at the spy hole at all times, while the other three take their ease. The mound of dirt is used against anyone wielding fire.

**Treasure.** Each gnoll has 2d6 ep.

**Developments.** If any intruder is observed through the spy hole, two gnolls join the watcher at the door to am-

bush anyone entering, while one goes to alert those in area 122. If all characters are wearing the brown robes of the Earth Temple, the gnolls do not attack. They behave similarly towards those wearing other robes, if they appear strong and do not attack first.

## AREA 122 – CHAMBER, 20' × 20'

*The walls of this place are of plain stone. Doors are situated to the north and west. Four heaps of bedding—rags, torn tapestries, rugs, and the like—lie by the south wall. Two stools stand near the entrance to the southeast passage. Opposite the entrance, along the wall, is a crude shelf, supporting several samples of earthenware bottles and mugs. Under the shelf, in the northwest corner, stand four spears.*

Four **gnolls** are on guard duty in this room. One watches each door, one checks the passageway, and the final watches the other three, taking a position in the northwest corner where a thin rope hangs connected to a weighted rope net.

If any enemies enter, the gnolls give way to the northwest corner and grab spears, appearing to be grouping for a stand. This is but a ruse, as the fourth gnoll jerks the rope and the net falls. Any targets under the 10-foot-square net must make a successful DC 12 Dexterity saving throw to avoid becoming entangled in the net. A target can use an action to make a DC 10 Strength check to escape the net or free another within 5 feet. Dealing 5 slashing damage to the net (AC 10) can free a creature.

The gnolls then hurl their spears at entrapped opponents before grabbing flasks of oil from the shelf. The next round, the flasks are hurled at the entrapped characters. Assuming the targets in the net are covered with some oil, the next round, a gnoll uncovers a small firebox with a smoldering punk. This bursts aflame when opened, and the gnoll hurls it into the oil to ignite it, causing all those trapped to take 5 fire damage for 4 rounds (based on the volume of oil applied). A target can end the damage by using an action with a successful DC 10 Dexterity check to snuff out the flames. This check is made with disadvantage if the target is trapped in the net.

**Treasure.** If the gnolls herein have not already used them to attack, five flasks of oil are on the shelf by two mugs and several bottles. Four of the bottles are empty, but one contains average quality wine of no real mon-

etary value. The largest gnoll wears a silver chain with a roughly polished carnelian (125 gp). Each gnoll carries 1d4 sp, 1d4 ep, and 1d4 gp.

**Developments.** Though these gnolls have no orders to alert others, those in areas 121 and 123 probably respond to the sounds of battle. Grant these a DC 11 Wisdom (Perception) check each round with success indicating they join the fray 1 round later.

## AREA 123 – ROOM WITH ALCOVE

*Carpets and tapestries cover the plain, stone walls of this room, and a few rugs are piled on the floor. From the appearance of all this, the room was once the quarters of some fairly important person—perhaps even a priest of the Earth Temple, judging from the scenes depicted on several tapestries. Whatever furniture was once here is now gone. Heaps of cloth lie near the walls. A small brazier stands in the northeast corner. A small keg is in the center of the room. The only exit is the door in the south wall of the alcove.*

This room is occupied by five **gnolls** and two renegade **hobgoblins**, the latter appearing bigger and meaner than the gnolls! The gnolls are “off-duty” members of a reforming company which the Earth Temple hopes to field (see also areas 124 and 126-128) into a contingent.

The heaps of cloth are used as sleeping mats. The keg in the center of the room is nearly full of cheap beer. The iron brazier is dented and worthless.

There is a secret door on the east wall that can be discovered with a successful DC 13 Wisdom (Perception) check. The secret door is also concealed by a tattered piece of carpet, hanging on the wall. Once found and the catch released, the door is a pivoting wall section.

**Treasure.** Each of the occupants carries 1d4 sp, 1d4 ep, and 1d4 gp. Under the dead coals of the brazier, 27 pp can be found with a DC 13 Intelligence (Investigation) check.

**Developments.** If the gnolls and hobgoblins hear noise in an adjacent area (by making a successful DC 11 Wisdom [Perception] check), two of them go to join the fun. The secret door is only used in dire circumstances, as the ogres in area 124 are greatly feared.

## AREA 124 – ANOTHER SQUARE ROOM

*The walls of this room are plastered and the floor is paved with polished, brown, granite slabs. It is now dirty and*

*cluttered but must once have been a plush guest chamber. Many cushions and pillows are piled so as to make beds in the northeast and northwest corners of the room. Three barrels stand along the south wall. Another open barrel nearby holds seven long spears. Pegs on the wall hold a shortbow and three quivers, each stuffed with arrows. Beside the barrels is a chest.*

This room is occupied by two **ogres**, who are in charge of the gnolls and hobgoblins to the southwest. Each wears a brown leather jack, set with thin, bronze plates (for an effective AC 13). These ogres wield greataxes (+6 to hit, 17 [2d12 + 4] slashing damage) but lack javelins.

The pillows and cushions are soiled and serve as beds. One barrel is filled halfway with cheap, watery wine, the second holds a few salted fish, and the third contains sour, thin wine. The shortbow is in fine condition, and each quiver hanging on the wall contains 20 arrows.

**Treasure.** Each ogre has a belt pouch containing 5d6 sp and 5d6 gp. The chest is unlocked and holds a collection of weapons: two maces, five handaxes, one battleaxe, six

morningstars, two shortswords, and one longsword. All are of average, functional quality. A successful DC 15 Intelligence (Investigation) check reveals that the stone slab under the spear barrel is loose and can be lifted with a DC 15 Strength (Athletics) check. Underneath is a cavity filled with 870 sp and a silver bracelet (170 gp) adorned with six azurites (10 gp each).

**Developments.** Unless they are summoned, these brutes ignore sounds from areas 121-123, instead concentrating their attention on possible victims in area 125. Their chief, however, is in area 126, and they investigate unusual noises from that place.

## AREA 125 – CORRIDOR OF BONES

*For at least 100 feet of its length, this 20-foot-wide corridor is covered with bones. Skeletons of humans and humanoids are mixed in a terrible jumble. Many skulls and loose bones seem gnawed. The complete skeletons, though, still wear sundered armor or dented caps or sprawl by broken shields. Bent and broken weapons, likewise, testify to a great melee having taken place here: a hundred, two, perhaps more, all met death here. Further progress along*



*the corridor requires carefully picking a path between these grim remains of the Temple hordes. Nothing of value is discernible.*

This long corridor is largely as described, but it does carry its share of danger. Moving through the corridor is considered difficult terrain. It is occupied by 10 human **skeletons** and six gnoll skeletons. Treat the gnoll skeletons as normal **skeletons**, except each one has 26 (4d8 + 8) hit points and wields a spear two-handed (+2 to hit, 5 [1d10] piercing damage). These skeletons are hidden and only attack if the ambush is sprung.

If the party enters the corridor area shaded on the map, the skeletons spring an ambush. This ambush is only foiled by a successful DC 16 Wisdom (Perception or Survival) check which spots the skeletons deep in the shadows and perceives a hint of movement from one. When the characters get to the central area just south of the secret door to area 131, the following events occur:

**Event #1.** The 10 human skeletons and six gnoll skeletons spring up from the west and east ends of the shaded area, respectively, and move to surround and attack the intruders.

**Event #2.** The two ogres watching for trouble from area 124 join the fray after a few rounds or if the party retreats into the southern, 20-foot-wide corridor leading to their door. If the latter, the ogres gain surprise as they burst through the portal, practically knocking it off its hinges, unless their door is being carefully watched.

The secret door on the north wall (leading to area 131) can be located with a successful DC 20 Wisdom (Perception) check. This hidden portal is but 4 feet high and 2 feet wide.

Spending an hour searching the corridor and bone pile with a successful DC 13 Intelligence (Investigation) check discovers the following items in usable condition (among the broken, worthless gear): 15 arrows, four silvered arrows, five morningstars, three longswords, two shortswords, three shields, a suit of ring mail, two suits of chain mail, and a suit of plate armor.

If a shorter, more cursory search is attempted, the DC of the Intelligence (Investigation) check increases to 18. It is suggested that for each 10 minutes spent, up to the space of 1 hour, one random cache of items is found; roll 1d8 and consult the table below:

#### D8 Equipment Found

1	2d6 arrows
2	1d4 silvered arrows
3	1d4 morningstars
4	3 longswords
5	2 shortswords
6	1d3 shields
7	1 suit of ring mail
8	2 suits of chain mail

### AREA 126 – OGRE LAIR

*This place appears to have been another visitors' chamber, but the plastered walls are broken and smoke-stained from the struggles of the past. Several couches have been shoved together to form a huge bed in the northeast corner. Several empty sacks lie on the floor, and a massive barrel rests near the west door. A large table and crude chair are in the northwest corner; a big, yellowish wheel of moldy cheese and several hard sausages lie atop the table beside an empty gallon jug. Under the table is an iron chest. A jumble of weapons lies by the southern door.*

Herein dwells an **ogre chief** (see appendix C), the leader of the ogre force in this section of the Temple. He reports to the clerics in area 137 from time to time (when he feels like it).

The barrel has a capacity of 55 gallons and is nearly full of poor-quality ale. The food on the table is edible. The pile of weapons includes nine spears, three morningstars, and two longswords, all in usable condition.

**Treasure.** The ogre chief wears a copper belt worth 35 gp, upon which hangs his purse containing 11 sp, 19 ep, and 38 gp. The iron chest is locked but not trapped, requiring thieves' tools and a successful DC 13 Dexterity check to pick the lock. Alternatively, the chest can be smashed open (AC 11, 30 hit points) with a bludgeoning implement. It contains 311 gp and two huge and remarkably perfect agates worth 100 gp and 500 gp, respectively.

**Developments.** If the ogre chief hears a commotion in the corridor or nearby rooms, he probably (75% chance) ignores it, trusting his flunkies to handle the minor matters. He does respond to any direct call for help at his door, of course.

## AREA 127 – L-SHAPED ROOM

The fireplace on the west wall of this room shows that special folk were housed here. Three old, battered chairs are still in place by a broken bed of large size. A wooden box stands near the bed with a small keg nearby. Several old cloaks hang from wall hooks.

This room is occupied by three **gnolls** who are reasonably alert. These gnolls lack shields (AC 13). They attempt to use their longbows until intruders close to within melee range. At that point, they toss the bows aside and brandish spears with two hands.

**Developments.** If the gnolls are called, they rush to help allies, hurrying more to serve the ogre chief in area 126, of course, than for their fellows with the bugbear in area 128. Assume they arrive within 1 round of being called by the ogre chief and within 4 rounds of being called by others.

**Treasure.** Each gnoll has 1d4 sp, 1d4 ep, and 1d4 gp.

## AREA 128 – RECTANGULAR ROOM

Perhaps this was once a reception room or minor council chamber. Bits of wall coverings still dangle here and there, and a once fine, hardwood sideboard is centered along the north wall. Atop it are various dirty dishes, a small wooden cask, and bits of stale bread and dried meat. The entire length of the west wall is lined with piles of bedding, divided into eight pallets. A small wall font still trickles a sulfurous-smelling water into a stone basin in the northwest corner. A stack of wood lies by the south door, possibly for use in some nearby fireplace. A 5-foot-wide alcove can be seen in the east wall near the northeast corner.

This room is occupied by seven **gnolls** and one renegade **bugbear** who enjoys the company of the gnolls better than its own kind. There is one gnoll by each door and one deep in the alcove manning a heavy quadruple crossbow (area 128a). The other gnolls and the bugbear are taking their leisure in the room.

The small cask (15 gallons) is nearly full of beer. The bread is hard as a rock, and the dried jerky is venison but covered with too much spice. The water, although foul smelling, is potable if imbibed before it collects in the scum-lined basin.

**Treasure.** Each gnoll has 3d6 cp. The bugbear has a pouch containing 1d4 of each kind of coin: cp, sp, ep, gp, and pp. The bugbear also wears a gold chain with

12 large coins upon it, worth a total of 130 gp (10 gp for the chain plus 10 gp per coin). A hollow log at the bottom of the stack of wood conceals the bugbear's private stash of 60 sp, 28 ep, and 47 gp. This stash can be found with a successful DC 13 Intelligence (Investigation) check.

**Developments.** In case of attack, these gnolls alert those in area 127 or even the guards in area 129, as applicable.

**a. Sentry.** Use the appropriate read-aloud text depending on which direction the characters approach the area. If they approach through the corridor from the south, read the following:

*This plain, stone corridor runs 40 feet north and ends in a wall with doors to the west and east.*

If they enter the alcove from area 128, read the following:

*This 5-foot-by-6-foot alcove contains an enormous contraption: a crossbow mounted to the floor that is designed to fire four huge bolts all at once.*

There is a peephole in the southern wall of this room, giving a clear view of the corridor to the south. It can be easily found from the interior of the alcove, along with a sliding panel. Characters approaching from the north-south hall only spot the peephole with a successful DC 18 Wisdom (Perception) check. On the floor is a long, wooden box that holds 12 more massive bolts.

A large and heavy quadruple crossbow is mounted in the alcove and securely bolted to the floor. This massive weapon is manned by one **gnoll** who can easily watch the 10-foot-wide, north-south corridor through the peephole. A panel can slide open in the wall that allows the gnoll to swivel and shoot down the corridor if it so chooses; or it can fire into area 128. With one pull of the trigger, four massive crossbow bolts are launched, each requiring a separate ranged attack roll (+3 to hit, 8 [2d6 + 1] piercing damage). It then takes two actions to reload all four crossbow bolts. The quadruple crossbow has a range of 75/300 feet.

**Treasure.** If removed from the floor mount, it becomes obvious the bulky weapon is too unwieldy to use if not mounted to something. While the crossbow is not easy to move and transport, it could be dismantled into its component parts, which takes about 20 minutes. When dismantled, it weighs a total of 40 pounds. It could be sold for a base value of 100 gp (possibly higher to a

tinker looking to reverse-engineer the design). Once disassembled, it requires 2d10 minutes to once again assemble and securely mount for firing.

## AREA 129 – GUARDROOM

This 20-foot-square room was obviously a guardroom. Racks for weapons remain on the eastern wall. A table with four chairs takes up the northwest corner. An open water barrel, nearly full, stands beside the west door with a bundle of 10 torches beside it. A single torch burns on the south wall. Two candles light the table. Some rectangular bone markers are on the table by a jug and several ceramic mugs. Several pegs and hooks on the south wall hold old, brown cloaks, a leather bag, and a shortbow with a quiver of arrows.

Five human **guards** are alert here at all times. One faces the door, while another is posted 10 feet up the north-east corridor (position "G" on the map). Both are armed with longswords (+3 to hit, 5 [1d8 + 1] slashing damage, or 6 [1d10 + 1] slashing damage if used with two hands) and heavy crossbows (+3 to hit, range 100/400 ft., 6 [1d10 + 1] piercing damage) instead of spears. The rest are outfitted with standard spears, which they hurl before entering combat with shortswords (+3 to hit, 4 [1d6 + 1] piercing damage). Each bears a brown surcoat over their chain shirt, which also features a black triangular sigil sewn into it. Their shields are covered in brown leather with a matching black triangular boss.

The jug is filled with watered wine, and the leather bag contains hard biscuits and dried apples. The quiver near the leather bag holds only five arrows. The bundled torches are ready for use.

**Treasure.** The guards each carry 2d4 cp, 2d4 sp, and 2d4 ep. The bone markers are a set of dominoes worth 5 gp for the set.

**Developments.** The guards alert area 128 or area 130, as appropriate, in any disturbance.

## AREA 130 – ROOM WITH TRAPEZOIDAL ANNEX

The former purpose of this room cannot be ascertained, but the four bunks in the south end obviously show that it now houses troops of some sort. Pegs on the wall are many, and one holds a brown cape. A bench is near the door to the west. Two torches give light to the area.

A trapezoidal area through the archway to the north con-

tains four narrow cots, four small, wooden chests, and a small wall fountain which dribbles smelly water into its basin. A long table with two benches and chairs at its head and foot complete the furnishings. Light comes from a lantern held aloft above the table by a thin chain; two unlit torches are mounted on the walls. An open cupboard by the table holds various dishes and four jugs.

Seven human **guards** are barracked in this 20-foot-square area, ready to fight whenever necessary. These men-at-arms are the core of the new company of Elemental Earth Reavers. Each one carries two javelins (+3 to hit, range 30/120 ft., 4 [1d6 + 1] piercing damage) for ranged attacks before closing for melee with a spear.

Three **guard leaders** and a **guard captain** (all NE humans; see appendix B for both) are quartered in the trapezoidal area; they are the leaders of the company. They take orders from the clerics in area 137. They are clad in bronzed plate armor and carry brown shields with black triangular boss. The guard leaders carry two spare javelins for use before melee, and their captain carries a *javelin of lightning* for use in an emergency. The ogres on this level, for example, are aware of this weapon and obey accordingly.

The water in the fountain is smelly, but drinkable. The jugs in the cupboard hold water, wine, beer, and fuel oil (equivalent to three flasks), respectively. Each chest contains nondescript items of clothing and one leather ceremonial harness with a large, bronze-hilted dagger (worth 15 gp with the harness). One chest also contains a scrap of parchment, inscribed with a message in Common: "*Remember to check AUGURY CHAMBER to see if Belstro was lying!*"

**Treasure.** Each guard has 2d4 each of cp, sp, and ep. The guard leaders each wear bronze rings with triangular setting of jet (50 gp). These rings also serve as passes to any area of this dungeon level not commanded by a cleric (though undead tend to ignore such niceties). The guard leaders also carry 4d6 each of ep, gp, and pp, and the guard captain carries 8d6 each of ep, gp, and pp.

**Developments.** The guards, along with their fellows in area 129, always do their best to protect area 133. But, if it becomes obvious that they are losing a fight, they might flee. On a failed DC 10 Wisdom saving throw (check each round), they flee. If the guard leaders and guard captain are all slain, this saving throw is made with disadvantage.

## AREA 131 – SECRET DOOR

**DM Note:** The secret door to access this hidden chamber is detailed in area 125.

*Upon activating the secret door, you find a shaft that descends upward and downward into darkness. This shaft appears to be the same as the one you discovered in the Temple area above.*

The secret door opens to a means of egress to the shaft which descends from the Temple (area 3, chapter 8) to Dungeon Level 2 (area 210, chapter 10). The portal is but 2 feet wide and 4 feet high, opening by downward pressure, which causes it to sink. It closes automatically 1 round later. The area beyond has a narrow ledge, which continues to spiral downwards towards the level below.

## AREA 132 – HEXAGONAL ROOM

*A damaged, stone chair dominates this place. It is hewn of brown marble, veined with black, and stands near the middle of the north wall. Both arms have been broken off and the seat is chipped. A piece is missing from the back, and the whole is fractured. Rubble and broken furniture are strewn about the room. The ceiling overhead is at least 35 feet high, possibly higher, lost in the shadows of the supporting arches. The stench of rotting flesh faintly lingers throughout the area.*

Eighteen **stirges** lurk in the ceiling vault, nesting in the nooks and crannies of the supporting arches and buttresses, undetectable without darkvision and a passive Perception score of 15 or better. Intruders are attacked within 3 rounds of entering the room. If not detected, they silently glide down to attack with surprise during the first round.

There is a secret door along the north wall that can be located with a successful DC 18 Wisdom (Perception) check. The release is a small button on the floor to the right. Once triggered, the wall can slide to the right.

**Treasure.** Close examination of the bones strewn on the floor with a successful DC 12 Intelligence (Investigation) check reveals 1d4 cp per searcher per round, to a maximum of 40 cp.

**Developments.** When half of the stirges are slain, the remainder retreat to their ceiling nests, where 10 young remain, all of whom are about one week from maturity. If the characters pass through here later, they might need to contend with more of these pests.



## AREA 133 – ANTEROOM

*This 10-foot-by-20-foot hall is lit by two torches and contains a bench and a stool. The walls are plastered. Several pegs and hooks have been recently added from the look of them, and support a brown cloak, a quiver with arrows, and a handaxe. Several eye bolts are mounted horizontally along the west wall; a wire runs through them and into the north wall.*

Four NE human **guards** are stationed here at all times. One has a shortbow (+3 to hit, range 80/320 ft., 4 [1d6 + 1] piercing damage), and only picks up a nearby shield if melee occurs (AC 14 without the shield). Each of the others has a spare spear ready to hurl before closing with opponents. Each wears a brown surcoat over their armor with a black triangle sewn upon it and a shield covered in brown leather with the triangular metal device front and center.

**Treasure.** Each guard carries 1d8 sp and 1d6 gp.

**Development.** If attacked, the guards defend their position while one uses an action to alert those in area 134 by yanking on the wire to trigger an alarm.

## AREA 134 – INNER CHAMBER

This 20-foot-square room has plastered walls and is lit by two torches and a lantern, the latter fixed to shine upon the south door. The room has been converted into a barracks, as can be seen from the four double bunks to each side. Eight small chests are shoved under the bunks. Several brown cloaks hang from pegs driven through the plaster into wall cracks. A jug and several cups are on the table. A mantlet stands between this room and that to the north, giving solid protection to the defenders.

The south door opens inward and to the west. Eight NE **guards** are quartered here to protect the areas northward. Though at rest, they can be ready to fight in a single round. Four of the guards are armed with light crossbows (+3 to hit, range 80/320 ft., 5 [1d8 + 1] piercing damage), but don't use shields (AC 14).

Seven of the guards are human, but one is a male half-orc who can speak Common and Orcish, and has dark-vision out to a range of 60 feet, the skill Intimidation +2, and these two traits:

**Relentless Endurance (Recharges after a Long Rest):** When the half-orc is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

**Savage Attacks:** When the half-orc scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

When combat begins, two of the crossbowmen move to the west corners of the room to cover the door, using bunks as half cover. The one in the northeast corner is the half-orc; the other pair retires behind the stout mantlet, blocking the entrance into area 135 (see map). These kneel with crossbows at the ready; the mantlet has two crosslets at waist height for this tactic, providing three-quarters cover. The mantlet provides half cover for two others if spears or polearms are used.

While the crossbowmen take their position, two guards move to the door to open it, while the remaining two step behind the mantlet and take up glaives (+3 to hit, 6 [1d10 + 1] slashing damage) which are kept along the west wall just inside of area 135.

The jug is half full of watered-down wine. The chests hold only worthless clothing, harnesses, etc. The mantlet is made of stout bronzewood reinforced with iron. It weighs 100 pounds.

**Treasure.** The half-orc has 1d4 each of cp and sp. The other guards carry 1d6 each of ep and gp.

**Developments.** Combat will bring other guards from area 135 after 5 rounds pass, as they must first don armor and take up arms. If more than half the guards are killed, the half-orc crossbowman (who is a creature of a surly mien) offers surrender, for he despises his commander who tortures and kills orcs for sport. If his surrender is accepted and the party desires, he could become a full-fledged hireling.

## AREA 135 – LOUNGE

Four wall cressets send smoky light through this room. The walls are plastered, and the floor is covered with mosaic tiles. The paintings on the walls display scenes indicating that this room was used for drinking and debauching. Eight double bunks are here with wooden chests stored underneath. A long and well-made table in the middle of the room is flanked by long benches plus a chair at each end. Cloaks line pegs on the wall. Three open barrels stand just inside the south door, two containing liquids and the other some lumpy objects. Several large, smoked sausages hang from a rope tossed over a ceiling truss. A small cabinet between the bunks on the east wall holds dishes.

Eight off-duty NE human **guards** are stationed here. They are armed with longswords (+3 to hit, 5 [1d8 + 1] slashing damage, or 6 [1d10 + 1] slashing damage if used with two hands). Each guard can hurl two spears before closing to melee; they are, otherwise, dressed as those encountered elsewhere. If combat gets desperate, the guards can spend an action grabbing empty bottles from a cabinet on the east wall, filling them with oil, and tossing it on the characters. If this occurs, one of the guards grabs a lit torch to light the oil (see PH p. 152 for effects). A guard could also spend an action to tip over the whole cask of oil, which covers a 10-foot-by-20-foot section of the floor that is then suitable to be ignited.

If not used in defense, a cask containing 7 gallons of fuel oil also stands near the north door, and three empty glass bottles accompany the dishes in the cabinet. Of the barrels by the south door, one holds 50 gallons of water, the center one holds about 24 gallons of beer (15 gp), and the third contains hard biscuits. The chests under the bunks, similar to those in area 134, hold nothing of value save a dozen torches and a pair of normal lanterns.

**Treasure.** Each guard carries 1d4 each of cp, sp, ep, and gp.

**Developments.** A commotion in areas 134 or 136 alerts these guards, but they do not participate until they have donned their armor and arms (requiring 5 full rounds to accomplish). Combat in this area also alerts the fighters in area 136, but these reinforcements ignore more distant noises (such as skirmishing in area 134).

## AREA 136 – INNER CHAMBER

*Two cressets illuminate this room. The area was once lavishly decorated. Two plush couches, a wardrobe, a small table with a top of inlaid wood, and two padded armchairs remain. A large chest stands near the couch by the eastern wall. On the table are a few dented, pewter dishes and some food. An unlit candle in a wooden candlestick stands atop the wardrobe.*

This room is occupied by the **guard commander** of this area and his lieutenant, a **guard leader** (they are NE humans; see appendix B for both). They directly serve the priest of the Earth Temple. They hope to soon recruit sufficient forces to completely control this dungeon level, and plan to extend their sway lower. Any previous losses of humanoid troops will have resulted in threats of dire consequences from their priest; thus, these leaders fight fearlessly.

The food on the table consists of a partial loaf of stale bread, a sausage, some fruit, and a small piece of cheese. The wardrobe contains clothing only; none worth any material value of note.

**Treasure.** Each fighter wears a bronze ring set with a triangular stone of jet (50 gp). The guard commander wears a gold chain (200 gp) under his armor and carries 1d6 × 10 each of gp and pp. The guard leader carries 6d6 each of gp and pp.

The chest is locked, and the guard commander has the key hidden in his left boot. It requires a successful DC 15 Intelligence (Investigation) check to find the key. The lock can be picked with thieves' tools and a successful DC 15 Dexterity check. It could also be smashed (AC 13, 20 hit points), but doing so ruins the potion inside. The chest holds clothing of no real value, a quart of excellent brandy (25 gp, but only worth 12 gp if sold in Nulb), a 50-foot coil of normal rope, and a *potion of healing*.

**Developments.** If they move to investigate battle sounds, these leaders do not bother the clerics to the north (area 137) unless the danger is obviously extreme.

## AREA 137 – SLEEPING APARTMENT

**DM Note:** These paired rooms have two different sections of read-aloud text. Present each to the players when the characters enter the appropriate room.

**Southern Room.** *The northern face of the door to this place is sheathed in bronze and bears a peephole. The door opens northward, swinging west. The walls herein are hung with tapestries and rugs, and the floor is covered with several layers of carpets. A pair of bronze lamps light the place, suspended on chains from the ceiling. A brass brazier on a tripod makes the room both too warm and too stuffy from the smoke and incense. A divan, small table, two chairs, and a cupboard stand along the east wall. A large armoire with side drawers stands by the west wall. The table holds a silver flask, several ceramic dishes and cups, and some foodstuffs.*

**Hartsch, adept of the Earth Temple** (see appendix B), lives in the southern room of the pair, which are separated by a 4-foot-wide concealed archway (covered by a heavy drape; "d" on the map). He is ready to serve his master and eager to pass on his commands. Hartsch



wears a gold ring (25 gp) and a gold brooch set with a triangular piece of jet (150 gp), and carries a purse containing 11 gp and 17 pp.

The bar on the inside of the south door is very thick (see “Developments” below). This door has a peephole which can be easily found. The ceramic dishes hold fruit, shelled nuts, and sweetmeats.

**Treasure.** The 15 carpets and rugs strewn about the place have little value due to their condition, but each one fetches 10 sp. The silver flask on the table is worth 40 gp and holds good quality brandy. The wardrobe contains several worthless garments, a pair of sandals, a pair of boots, and a normal mace. The side drawers hold linens, towels, and the like. The lowest drawer on the left side holds incense and unguents worth 90 gp, taking up 1/2 cubic foot of volume and weighing 3 pounds.

**Northern Room.** Behind the large drape on the north wall is a 4-foot-wide archway leading to a 10-foot-by-25-foot alcove. Two hanging lamps illuminate the area. A pillow-strewn bed is here as well as a small desk and padded chair, a brass stand with several staves in it, a low table, two stools, and a wardrobe. A fountain in the southeast corner trickles a stream of clean water into a wall basin. The walls and floors are draped and carpeted.

In the north of this pair of rooms lives **Romag, curate of the Earth Temple** (see appendix B). Romag is determined to become the leading cleric of the Temple of Elemental Evil and is gathering forces to accomplish this. He would particularly enjoy raiding and looting the Elemental Water Temple and killing its priest. Romag wears +2 chain mail, and carries a +1 mace, as well as a purse with 3 ep, 14 gp, 9 pp, and a jasper gemstone (50 gp). The drape on the north wall of the southern room conceals an archway leading to Romag’s room, easily found if the drape is investigated. There are two closet-like spaces concealed by more drapes on the walls.

The eastern closet has pegs that hold Romag’s ceremonial garb, including a brown, velvet cassock upon which are embroidered triangles of gold thread with precious stones (eight jaspers and 28 hematite with base values of 50 gp and 10 gp, respectively) in the pattern illustrated on player handout 10.

The western closet contains a locked, iron chest (see below) in an alcove. On the western wall of the alcove is a secret door that can be found with a successful DC 17 Wisdom (Perception) check. This door leads to area 144.

**Treasure.** The desk contains a bottle of normal ink worth 1 ep, six quills worth 1 ep each, and 10 sheets of parchment worth 4 gp each, but nothing else of value. The hanging lamps are worth 15 gp each. On the low table is a small tome detailing the sacrifice of humans to earth elementals (worth 50 gp to evil spellcasters). The wardrobe contains old clothing, a bag with nine candles, and two bottles of very fine white wine (2 gp each). The brass stand is worth 10 gp and holds two walking staves, one quarterstaff, and a bronzewood rod (which Romag uses as a swagger stick) worth 5 gp.

The iron chest is locked (Romag carries the key) and is trapped with a poison needle in the lock. The trap can be discovered with a successful DC 16 Intelligence (Investigation) check. It requires thieves’ tools and a successful DC 16 Dexterity check to disable the trap. If triggered, the needle causes 1 piercing damage and the victim must succeed a DC 15 Constitution saving throw or suffer 21 (6d6) poison damage and become poisoned until completing a long rest. A successful saving throw halves the damage and negates the poisoned condition. Picking the lock requires thieves’ tools and a successful DC 16 Dexterity check. Inside the chest is a bullseye lantern, a tinderbox, two leather bags containing 183 ep and 240 gp, respectively, a gold box set with ivory (350 gp), a potion of speed, and two spell scrolls (*animate dead* and *bestow curse*).

**Developments.** If alerted by their guards to the south or by noise in that direction, Hartsch observes through the peephole in the door, and throws the large bar on the south door for defense. That portal, thereafter, may be destroyed only by bashing through it with a successful DC 22 Strength (Athletics) check or sundering it with weapons (AC 16, 35 hit points).

If the fighting in this area gets too hot (assuming it approaches from the south), Romag uses his *hold person* spell, slips into the concealed alcove to the northwest, gets his treasure from the iron chest therein, and flees via the secret door to area 144. If he does so, he leaves the complex as soon as possible, too ashamed to ever return, and his defeat would assure his death at the hands of the other clerics, in any case.

If danger approaches from the north, Romag may hide in the alcove to the northeast after alerting Hartsch to summon the guards. This course of action can be determined with a DC 10 Wisdom saving throw for Romag; failure indicates this is the tactic he takes. He, other-

wise, joins Hartsch in getting assistance and then commands the battle from the rear. Note that the guards in areas 134-136 use an appropriate strategy, described in their area descriptions but reversed in direction. Note also that the guards in area 133 maintain their post, not moving to aid the fight in the north.

## AREA 138 – LIBRARY

*This large chamber was once an extensive library as evidenced by the charred remains of books and litter of broken tables and chairs. Scraps of torn and burned scrolls are tossed here and there.*

This room is as described—a blasted, burned, and ruined remnant of a library. Buried among the various charred books are a few remnants of works on the ethos of chaotic evil behavior, such as double dealing, self-advancement, treachery, etc. The tenth such bit examined reveals the “sacred” earth triangle and mentions the “trial of earthy terrors awaiting the foolhardy.” It further says that this trial awaits “below/elsewhere.” There is nothing else of note here.

## AREA 139 – STOREROOM

*This area was evidently one where strange and potent stuffs were once kept. The place is a welter of smashed flasks, broken pottery vessels, and glass shards, all amidst the scattered remains of the contents of these containers: herbs, spices, chemicals, and other strange mixtures and substances, now unidentifiable. Even the shelves and benches which held these items are now broken and strewn about. The wreckage is total.*

In truth, there is a great deal to be found if the characters take the time to carefully sift through the wreckage. If the characters spend at least 10 minutes searching, a successful DC 12 Intelligence (Investigation) check turns up one of the following items. (Roll randomly; once an item is found, it cannot be found again, and the repeat result indicates nothing is found.) Only one character may make a check each round, and a failed check means that the character must make a successful DC 13 Dexterity saving throw or step on one of the items instead, ruining it.

### D8 Found

- |   |   |
|---|---|
| 1 | Bottle of dull, red powder (phosphorus; worth 35 gp)                  |
| 2 | Stoppered vial of sparkling, red powder (ground ruby; worth 1,000 gp) |

- |   |   |
|---|---|
| 3 | Bag containing 1d4 amber rods (worth 25 gp each)                            |
| 4 | Small bottle of yellow powder (pure sulfur; worth 40 gp)                    |
| 5 | Tin box filled with yellow powder (saffron; worth 5 gp)                     |
| 6 | Tube of silvery fluid (quicksilver; worth 100 gp)                           |
| 7 | Stoppered vial of sparkling, black powder (ground tourmaline; worth 500 gp) |
| 8 | Small flask of blackish-red liquid (lion's blood; worth 10 gp)              |

## AREA 140 – MEDITATION ROOM

*This chamber is plastered and painted with disgusting scenes and adages. Perhaps used as a restful contemplation to which the clerics of the cult might retreat and ponder the glories of Earthy Elemental Evil. A huge eye is painted on the ceiling and seems to glare down upon all in the place. Padded benches still line the walls, and several chairs remain intact. From the condition of these seats and the look of the floor, this ghastly chamber is still frequented on occasion.*

This room was formerly a meditation room for clerics of the Earth branch of the Temple. It currently sits largely unused, and there is nothing of value to be found here.

## AREA 141 – BRONZE DOOR

*This portal is shut fast by a massive lock. Upon its surface are strange and disconcerting runes. Possibly, they identify what is beyond, or perhaps, they are some sort of warning.*

If the runes are examined closely, show player handout 11. These runes form a *glyph of warding* which is triggered if the door is touched. If triggered, the glyph explodes in a 20-foot-radius sphere centered on the door and causes 22 (5d8) cold damage unless a successful DC 13 Dexterity saving is made.

The door is solidly locked, requiring thieves’ tools and a successful DC 17 Dexterity check to pick. The door can be broken through, but as it is composed of bronze-wood reinforced with thick bands of bronze (AC 15, 50 hit points) any nonmagical weapon used in an attempt to sunder the door has a 1 in 6 chance per blow of breaking.

Read the following only after the door has been bypassed:

*Beyond the door is a rough-hewn crypt with a short passage that leads to a secondary crypt. Lining the walls are numerous crypts, all closed and all bearing the triangular sigil of the Earth Temple. These would appear to be the*

*final resting places of those priests who died in the service of their foul faith.*

There are 11 vaults which are all unlocked, and although stuck from age, open with a successful DC 12 Strength (Athletics) check. Each crypt holds a body.

**Treasure.** Within the 11 crypts, each body still wears the bronze ring with triangular setting of jet (50 gp each). One body (randomly determined) wears a *cloak of protection*. However, for each crypt opened, all within the room must make a DC 11 Constitution saving throw or suffer a respiratory disease (as per sewer plague; see *DMG* p. 257). In the crypt containing the magical cloak, this saving throw is made with disadvantage.

## AREA 142 – BLACK CHAMBER

**DM Note:** The chances of wandering monsters here and in the corridor leading south to it are reduced; check only half as frequently as normal.

*All the stonework here is black, the surfaces being polished to a smooth, glossy texture. The domed ceiling 30 feet overhead shows phosphorescent gleams, each small dot obviously representing a star and the combinations making miniature constellations. A broken, obsidian altar stone stands in the center of the chamber. An arched exit, about 7 feet wide and 12 feet tall, breaks the smooth curve to the south. Upon the upper archway are carved letters in Common:*

### EXALTED CHAMBER OF HIGH AUGURY

There is nothing of value to be found in this room.

## AREA 143 – AUGURY CHAMBER

**DM Note:** The chances of wandering monsters here are reduced to 1 in 20 every 10 minutes.

*This 30-foot-diameter chamber is finished in polished, black stone, similar to the room immediately to the north. The phosphorescent gleaming 40 feet or so above throws a bluish cast to the room. In the center of the floor is a circular depression about 1 foot deep and 10 feet in diameter. Around it is a low, stone seat, so sized for smaller humanoids.*

Seated as described, visitors making a successful DC 12 Wisdom (Perception) check will notice small cuts in the lower part of the seat. These are small drawers spaced at intervals under the bench. There are eight in all, and seven are empty. The last one examined contains strange bits of bone, ivory, rock, and wood: rods, cubes, cones, and other

polygons. The holder of these objects feels an overwhelming urge to cast them into the shallow, cup-like depression in the very center of the place. Suggest that the configurations might reveal answers to simple questions.

If the players take the bait, hand them a single d12, 3d6 (of different colors), and 2d4 (of different colors). Explain that these are representative of the mystic counters of augury, and that they should cast them after asking some simple question. Use the results of the following tables to determine the answer to the question, which appears in the mind of the caster. If appropriate, read the message of the dice on the 3d6, using each 1d4 to resolve choices. Add articles such as “a,” “an,” or “the” as needed. Use only the 1d12 if the question is a yes-or-no type. Be sure to study all the dice before replying to complete the ruse. Answers are nonsense, of course, though some might actually be applicable by sheer chance.

D6	First Die	Second Die	Third Die
1	Go to	Upper/Lower	Room/Chamber
2	Seek	Nearest/Farthest	Object/Idol
3	Find	North/South/East/West	Stairway up/down
4	Beware	Ancient/Arcane	Altar/Temple
5	Shun	Forbidden/Cursed	Passage/Tomb
6	Oppose	Secret/Mystic	Being/Artifact

### D12 Answer

- |    |                    |
|----|--------------------|
| 1  | Yes or Always      |
| 2  | No or Probably not |
| 3  | Possibly           |
| 4  | Perhaps or Maybe   |
| 5  | Positively         |
| 6  | Never!             |
| 7  | Unknown            |
| 8  | Ask again later    |
| 9  | Hazy or Clouded    |
| 10 | Uncertain          |
| 11 | Unlikely           |
| 12 | In effect          |

The secret door to the south opens by first pressing a section of the wall that is 7 feet off the floor, and then pushing it downwards. It may be discovered with a successful DC 14 Wisdom (Perception) check. A 3-foot-wide-by-5-foot-high opening appears as the block sinks into the floor. Counterweighted by sandbags, the secret

door closes in 1 round. It leads to a 20-foot-long corridor that ends in a wall. There is a secret door here that can be found with a successful DC 13 Wisdom (Perception) check. It can be opened by releasing a button catch on the floor. Once released, the door slides to the left.

## AREA 144 – HALL OF TRIANGLES

*This corridor is sheathed in polished, brown marble, veined with black. Inlaid in the floor are triangular pieces of polished, yellow marble, forming a definite path leading around the corner to the north. The brown of the marble shades toward beige as it proceeds northward but deepens to a dark chocolate hue southward. Large, bronze cressets are staggered at 10-foot intervals on either side of the hall and burn brightly.*

There is nothing of value to be found in this hallway, but the DM may wish to take this as an opportunity to build up the characters' fear of traps and dangers in describing the atmosphere of the area. Wisdom (Perception) checks could be called for, with success indicating a flash of movement out of the corner of someone's eye; of course, when they go to investigate, nothing is there.

## AREA 145 – THE EARTH TEMPLE

**DM Note:** Even more so than other areas in this section of this book, be sure to read the entire description of this area carefully before starting play.

*This great open area is obviously the one in which the principle of the Elemental Evil of Earth is served. The walls are rough-hewn sandstone, but the entire floor is dark brown earth, tightly packed and solid.*

*Some sort of phosphorescent lichen provides a dim illumination throughout the vast area. It grows on the walls, ceiling, supports, and arches. Cressets and wall sconces indicate that, during ceremonies, other light sources are used.*

*In the center of the room, occupying a 20-foot-square area, is a pyramid of hard-packed dirt; the sides rise about 6 feet, and the top is flat, forming an area about 6 feet square. Stone steps are set in the four faces of the pyramid. Atop it is a stone column, each of its four faces bearing a carved triangle and sporting a pair of bronze manacles dangling from bolted rings. At the base of the south face of the column rests a bronze box.*

*Three doors are in the south wall; those to the left and right are normal, but the center pair are huge bronze valves.*

*These bear a strange set of silvery-glowing runes, obviously chiseled into their face by someone other than their maker. They are sealed shut with soft iron filling in all the cracks.*

The normal doors on the south wall lead to areas 145f and 145g, respectively, described after this Temple area. The depth of the earth in this room is 6 feet.

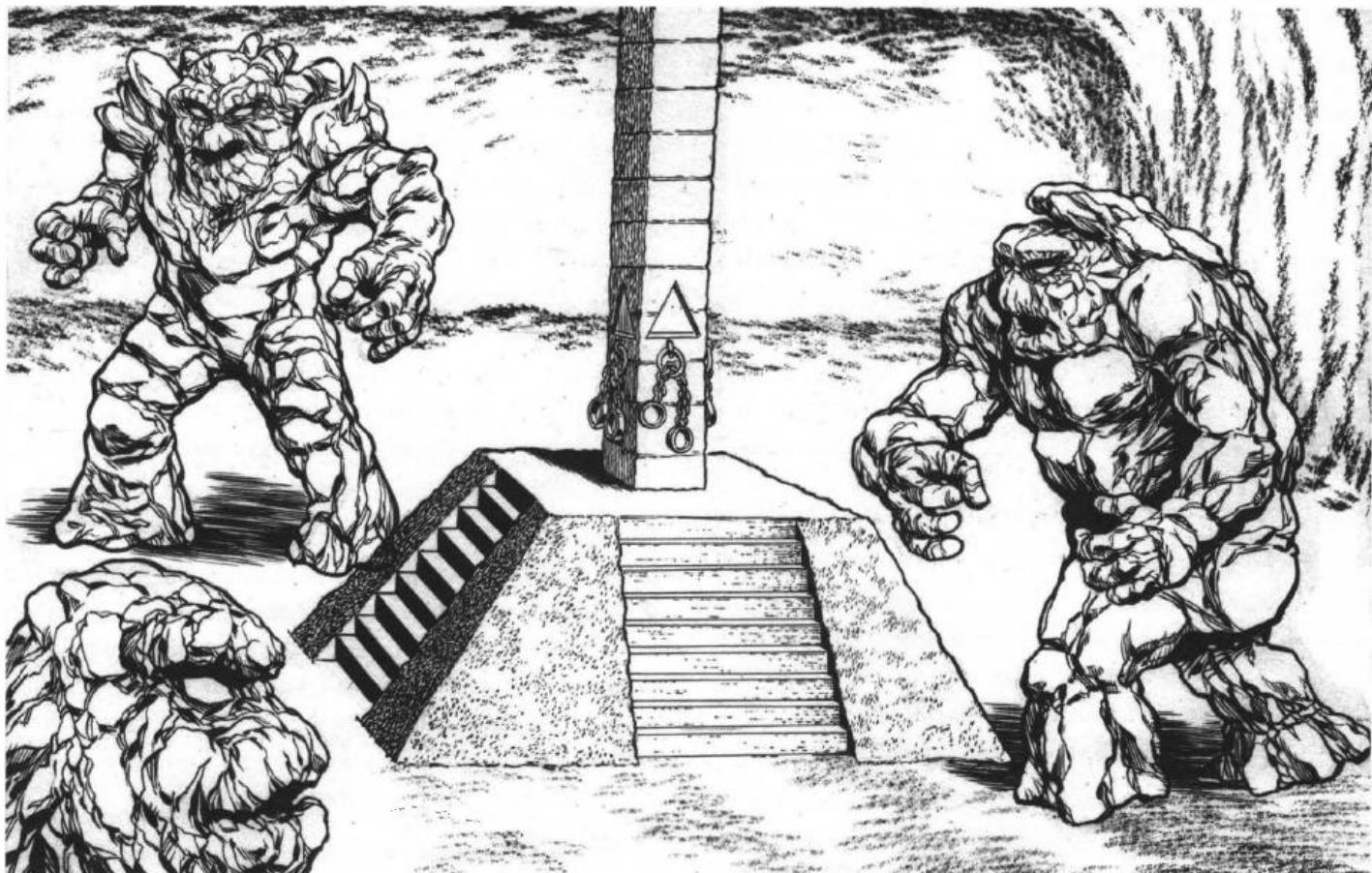
As with the Grand Entrance (area 1, chapter 8), the large pair of doors carry a permanent antipathy effect of an *antipathy/sympathy* spell as detailed under "General Features" in area C. All those who failed any previous saving throw against this effect cannot approach the doors; any intruder whose saving throws were successful must here again make a successful DC 18 Wisdom saving throw at disadvantage or suffer the effects.

Four **earth elementals** are here, hidden under the dirt floor at four points (indicated by the letters "A," "B," "C," and "D" on the map). An earth elemental attacks any creature within 10 feet of it, but ceases attacking immediately when and if the creature moves more than 10 feet away from its area.

If an intruder enters this room further than 20 feet from any entrance, all four earth elementals rise out of the soil and stand motionless. If the intruder tries to leave, the elementals start patrolling, as follows: Four Roman numerals surround each letter; each elemental moves first to "I," then "II," "III," "IV," back to "I," etc. It takes 1 round for an earth elemental to move from one space to the next. The elementals continue this patrol as long as a living creature remains in the area. If all intruders manage to depart, the elementals return to their original positions and burrow back down, leaving no trace of their patrol or presence.

If all intruders move directly to the central pyramid (instead of attempting escape), the elementals do not patrol. Instead, they all move to their "IV" positions near the pyramid, and do not move again for 10 minutes unless approached, which provokes an attack (as described above). In any case, the elementals do not climb the pyramid. After their 10 minutes of immobility, any elemental that has not had one full ewer of blood poured upon it actively pursues intruders, reaching up towards those upon the pyramid, if applicable. Intruders must avoid straying too close to the edge.

A *banishment* spell cast using at least a 7th-level spell slot or a *wish* spell dispels all the elementals, but otherwise, they must be fought and slain to rid the area of



their presence. *Dispel magic* does not affect them.

There is one exception. Anyone wearing the robe of Romag (the brown vestment with the triangles set with gems, as depicted on player handout 10) can move freely among the elementals without suffering attacks. The wearer can furthermore command their movements by verbal instruction in the Common tongue (though, they cannot leave area 145).

**Treasure.** The bronze box by the column is not locked; it contains a bronze maul, knife, bowl, and ewer. All these items radiate evil. Each item, including the box, is worth 25 gp.

Buried under the dirt at each of the positions with Roman numeral "IV" is great treasure. In general, discerning that these areas contain treasure cannot be done with a skill check. At the DM's option, however, a successful DC 18 Wisdom (Perception) check could reveal some sign that there may be something hidden beneath the dirt; perhaps a pouch of coins was churned up when the elementals surfaced, giving a clue that there might be more. The excavation of any one area, however, takes 2 hours to accomplish, reduced by 10 minutes per per-

son digging. No more than six workers can excavate any one area at the same time.

- The first area excavated produces 88 gp and a flask containing a *potion of diminution*.
- The second area excavated has 200 pp and a suit of +1 *ring mail*.
- The third area excavated has 28 brown spinel gems (100 gp each) and a +1 *morningstar*.
- The fourth and final area excavated produces a *ring of protection*, a *rope of climbing*, a brass box containing three jars of *Keoghtom's ointment*, and a leather case containing a *wand of paralysis*.

## AREA 145F – WEST ROOM

*This is probably a robing room with no exit save the door you have opened. A padded bench runs the length of the east wall of this 10-foot-square room. A number of pegs and hooks are along the north and south walls, and a large cabinet stands by the west wall. Seven cloaks of brown cloth are hanging on the pegs, and three pairs of sandals are tucked under the bench.*

There are no guardians in this room currently, but there is a great deal of bounty.

**Treasure.** The cloaks and sandals are all sized for a Medium humanoid. In the cabinet are eight padlocks and their keys, with each set worth 1d4 gp to any thieves' guild. There are several large jars of wine, 12 pewter drinking cups (5 gp each), five plates (5 gp each) with small amounts of different sorts of dirt (red, yellow, black, and pale gray), an ivory bracelet set with a huge carnelian (500 gp), and a bone scroll case containing a *scroll of protection* (earth elementals). Note that this particular scroll is only useful against earth elementals.

## AREA 145g – EAST ROOM

*A heap of large and small stones fills the center of this 10-foot-square room. Piles of different types of dirt are in the corners and along the walls, and only a narrow path through the room remains clear. Twelve small kegs are stacked along the south wall, three across and four high. You see no exit save the door you have opened.*

The rocks themselves are worthless, and one is actually a cursed *stone of weight* (see appendix D). The dirt piles are normal.

**Treasure.** The kegs are filled with fuel oil for the cresses. Each holds just more than 7 gallons (worth about 16 gp per gallon). On the inside face of the door (and probably undetected while the door is open) is a piece of parchment bearing a message in Common. It instructs Romag to pay his fealty to the Elemental Water Temple or else prepare to die horribly. It reminds him that the relative power of their elements is reflected in the predominance of water to land. Several obscene remarks have been added to the missive, probably by Romag.

## AREA 146 – PIT CHAMBER

*A relatively short flight of stairs leads down to a 20-foot-long walkway that is 10 feet wide. To the north of the walkway is a 20-foot-square, 10-foot-deep pit. The floor of the pit is slimy and covered with bones and filth. The rough, stone walls are pocked with small openings near the floor, but they become smooth and unclimbable 4 feet above the floor of the pit.*

This is another room set with a trap and an ambush. This trap is only detectable with a successful DC 20 Wisdom (Perception) check. If detected, the trap can be disabled with thieves' tools and a successful DC 20

Dexterity check (essentially jamming the counterbalance).

If more than 100 pounds of weight is on the walkway with no weight equivalent on the lower stairs, the trap is sprung. The walkway is counterbalanced in a cupped socket, and the weight upon it causes the ledge and 7 feet of the wall behind it to tilt sharply down to the north. The smooth stone offers no hold to the hapless victims, each of whom must make a successful DC 12 Dexterity saving throw or fall into the pit prone, suffering 3 (1d6) bludgeoning damage from the fall. With the weight gone, the pivoting ledge then swivels back to its original position.

At the sound of the creatures falling into the pit, 24 **giant rats** rush out and attack each round, until a total of 144 have arrived. Climbing out of the pit is possible, but extremely difficult due to the slimy, filthy walls, requiring a DC 18 Strength (Athletics) check. The first round of climbing subjects the climber to attacks from 1d4 giant rats, with successful hits requiring the climb check to be attempted with disadvantage.

**Treasure.** The giant rats have no treasure, but 2d6 of each coin type are scattered under the litter on the floor. Searchers find one coin per person per round until all are discovered.

## AREA 147 – ROOM, 20' × 20'

*This plain room contains little of interest. A peg shoved between the blocks of stone on the west wall holds a robe of dull, black cloth adorned with a pale, brown pattern, a pair of triangles one atop the other. In the southeast corner of the room stands an old, battered table with two chairs, a stool, and a bench (along its south edge) clustered around it. A cask is on the table with some earthenware mugs and bits and pieces of food. Three torches burn in wall sconces, and several fresh ones lie on the floor. An open cupboard in the northeast corner reveals old plates, several mugs, lumpy sacks, and a string of small, dried sausages. A large, open water barrel stands near the southwest corner opposite the door.*

Three **bugbears** stand guard in this room. They are gaolers and wear black leather jacks over their armor which are adorned with a pale, brown pattern of two triangles. Their master, the human turnkey in area 152, is away. They fight until they see that the situation is hopeless, and then, attempt to escape or surrender. The

bugbears know nothing of the secret door in the west wall.

The cask on the table holds 2 gallons of beer. The lumpy sacks in the cupboard contain only hard biscuits. There are eight unused torches on the floor. There is a secret door on the west wall that can be located with a successful DC 18 Wisdom (Perception) check.

**Treasure.** The bugbears each carry 2d8 each of sp, ep, and gp.

## AREA 148 – PROCESSIONAL CORRIDOR

*This 20-foot-wide passage is sheathed by marble veined with black. Its hue darkens as one proceeds to the south. Cressets are regularly spaced along the corridor's length, but they are unlit except in the far north. At the angle turn, the walls are decorated with painted scenes showing captives of all sorts suffering death by water, wind, and fire. The pictures seem to emit a fiery glow when watched. Broad steps descend at the southernmost point.*

The murals at each of the angle turns (just west and east of areas 145f and 145g, respectively) are painted in luminous pigments, producing the eerily glowing, but nonmagical, effect. Careful examination of the scenes reveals that one figure is a robed cleric with an inset triangle of bronze, obviously a priest of the Elemental Earth Temple.

The broad steps lead down to another pair of bronze doors protected by the antipathy effect. See the Grand Entrance (area 1) and “General Features” in area C in chapter 8 for a diagram and the full details of this portal.

## AREA 149 – GUARDROOM

**DM Note:** Outside each southern door to this room is a pit trap which can be detected with a successful DC 18 Wisdom (Perception) check. Anyone aware of the pits (such as the residents herein) can walk carefully around their sides, avoiding triggering the trap. A pit is activated when stepped upon with more than 20 pounds of weight, dropping one target into the 10-foot-deep pit, unless they make a successful DC 13 Dexterity saving throw. A fall causes 3 (1d6) points of bludgeoning damage. The pit walls are smooth and require a successful DC 18 Strength (Athletics) check to scale. Anyone in medium or heavy armor makes this skill check with disadvantage.

There is a secret door in the corridor leading to the southwest door of this chamber. It can be found with a successful DC 20 Wisdom (Perception) check.

*The light in this 30-foot-square room comes from four torches, one on each wall, and several large candles standing on long trestle tables. Also on the tables, which are flanked by benches, are food, drink, and knucklebones. The dishes and vessels are ordinary pottery. Narrow, three-tiered bunks line the north, east, and west walls. The unadorned walls and weapons racks indicate that this room was originally allocated as a place for guards. The racks are full of various weapons and shields. A fountain in the south wall flows into a wall basin, under which are four large knobs.*

Eighteen NE human **guards** are quartered at this key point, with three NE human **guard leaders** (see appendix B). Guards defeated in random encounters (maximum of six in a patrol party plus one elite guard leader) came from this location, and casualties must be deducted from the original numbers given here. All the guards are armed and ready, and all have ranged weapons. Half are armed as normal with extra spears, while the other half have light crossbows (+3 to hit, range 80/320 ft., 5 [1d8 + 1] piercing damage).

The guards' armor and shields are adorned with the brown and black triangle of the Earth Temple. Each guard leader is adorned in like fashion and wears a necklace from which hangs a bronze medallion with a raised triangle.

The large knobs under the basin are the controls for flooding the pit traps. If alerted to noise south of the room (such as the triggering of a pit trap), the guards observe using spy holes in the doors, and may turn various knobs at the wall basin (marked as an “X” on the map) to flood the pits. It takes 1 minute to flood a pit. Even so, they stay ready to attack intruders not thwarted by the pits.

In any engagement, the guards try to discharge one ranged attack, and then drop their crossbows (if they have them) and close to melee with weapons drawn. Leaders hold back to throw their spare spears, and may replace casualties in the front line, flank intruders, or pick up and use dropped crossbows (+3 to hit, range 80/320 ft., 5 [1d8 + 1] piercing damage).

If appropriate, one guard leader takes half the troops to circle around to attack intruders from the rear, using the secret door to circle north or the longer route

through the normal door (at the end of the southwest diagonal corridor) to circle south. Keep careful track of how far the guards move each round to time their arrival as reinforcements in any combat.

**Treasure.** Guards carry 1d6 each of sp and ep. Guard leaders carry 2d6 each of ep, gp, and pp. The necklaces worn by the leaders are worth 20 gp each. The weapons racks hold 12 spears, six javelins, four shortswords, three handaxes, and eight shields.

## AREA 150 – CELLS

*This seems to be a line of gaol cells. Each door has a small, barred window, a large lock, and a bar. Inside, the cell is 10-foot-square with closely set stone blocks in wall and floor. The ceiling is hewn from living rock. Straw litters the floor, and chains hang from the far wall. A small drain is in the center of the floor.*

Each cell is the same and uses the same description, adding only prisoners as described below. The doors on the east walls of cells a, b, and c cannot be seen or opened from inside a cell. Careful inspection and a DC 15 Intelligence (Investigation) check reveals a tiny opening in each, and probing gives a metallic sound (when the probe meets the cover of the spy hole; see further notes for area 151). When the doors of the cells are opened, the inside is found to be covered with a sheet of rusty iron.

Each cell has individual contents, as detailed below.

**Eastern Rooms.** The doors of cells a, b, and c are neither locked nor barred, but as long as they remain shut, their “ragged human” occupants stay huddled in their straw, appearing as captives and not speaking. As soon as a door is opened, the “prisoners” reveal themselves as **zombies** and attack. There are three in each cell, for a total of nine zombies. When one set attacks, the others burst out of their cells to join the fray in the corridor.

**Western Rooms.** The doors to cells d, e, and f are locked and barred. The turnkey (see area 152) has the key to the doors. The locks can be picked with thieves’ tools and a successful DC 18 Dexterity check. The reinforced doors can only be forced with a successful DC 23 Strength (Athletics) check. Cells d and f are empty. Cell e contains a male gnome, bound and gagged and chained to the far wall. The manacles can be picked with thieves’ tools and a successful DC 20 Dexterity check, or they can be burst with a successful DC 24 Strength (Athletics) check. The turnkey is not positive

that this captive isn’t able to use some form of magic, and so keeps him gagged except during feeding times (once per day).

The prisoner is **Wonillon, gnome rogue** (see appendix B). He came to this place seeking treasure since he is flat broke. He is neutral in alignment and claims to be a capable fighter but is also a rogue. If freed, equipped, and well-treated, he considers staying with the party, as the characters seem powerful (they have, after all, penetrated this far and rescued him), and therefore, also carry the promise of plenty of treasure.

**Development.** If not given a fair share of the proceeds, Wonillon steals to make up the difference. If treated poorly, he waits his chance for a good opportunity, steals as much magic and treasure as he can carry, and sneaks away to leave the Nulb region entirely.

## AREA 151 – SECRET CORRIDOR

*This passage shows disuse, being dusty, dirty, and filled with cobwebs. However, someone wearing boots has made use of the place with fair frequency, as shown by occasional tracks. Three iron doors line the west wall, each with great hinges set to bear the weight of such portals. Each also has a small, iron hatch. An old, gray blanket hangs on the east wall.*

The hatch on each door can slide to the right, producing a spy hole through which one may see into the cell beyond.

The blanket conceals an archway to a small alcove with a cot, a small table, a chair, a lantern, 12 flasks of oil, a barrel (a quarter filled with wine), foodstuffs (the equivalent of three normal rations), some old clothing on pegs in the wall, an iron chest, and a heap of glittering equipment. The pile is Wonillon’s (see area 150) adventuring gear, including leather armor, a shortsword, backpack, miscellaneous items, and a very plain-looking but magical +2 dagger (in a scabbard). From these contents, one might assume (correctly) that this is the residence of the turnkey (who is presently in area 152).

The chest is secured by a large padlock. The turnkey has this key as well, but it can be picked with thieves’ tools and a successful DC 17 Dexterity check. Inside are 411 cp, 151 sp, 90 ep, 55 gp, 27 pp, and a small, wooden box. Inside this box are two *potions of healing*, which the turnkey saves for use on particularly choice victims.

## AREA 152 – TORTURE CHAMBER

*Lurid light from a flaming cresset and a glowing brazier full of charcoal reveals a 30-foot-by-20-foot chamber containing a rack, an iron maiden, a cage, and all the other unspeakable devices common to a torture chamber. Two adjacent, 10-foot-square alcoves, one to the south and one east, are barred; their doors held fast by chains and padlocks. Two prisoners are in each, obviously here to await the tender mercies of the torturers. Two female humans are in the south alcove and two male orcs in the east. A fifth prisoner, a male human, is currently being brutally tortured on a rack by the chamber's torturers, a burly human and his bugbear assistant.*

The solid door to this area is not locked and can be opened easily and quietly if care is taken. The NE male human **turnkey** (see appendix B) and his assistant, a **bugbear**, are currently and busily engaged in torturing a human on a rack and will, therefore, probably be surprised. They have disadvantage on Wisdom (Perception) checks to notice the party's careful intrusion.

Their victim is a NE **guard** who was recently taken in a raid which netted the other captives as well. He refused to join the Temple troops, and so is being slowly killed here before being fed to the gnolls.

The other humans are N **commoners**, mere country folk, taken in a recent raid. If rescued, they ask to be

escorted from the dungeon so that they may return to their home. Being opposed to the Temple followers, the **orcs** will join and fight with the party if given arms, despite their generally evil nature. They will not betray their word—though they will desert the moment the going gets tough. They do know a way to get to the level below (via area 153) and the route to stairs up (near the south end of the level map, east and west sides), and are willing to share this information if asked.

**Treasure.** The turnkey wears a bronze ring with a triangular setting of jet (50 gp) and has 23 gp in his purse. Inside a hidden pocket in his surcoat, found with a successful DC 12 Intelligence (Investigation) check, are four tourmalines (100 gp each). He also carries an impressive ring of skeleton keys to the cells. The bugbear carries a purse with 1d6 each of sp, ep, and pp, and a rock crystal (50 gp).

## AREA 153 – SPIRAL STAIR

*This 10-foot-wide spiral staircase circles clockwise down a 20-foot diameter shaft. The stairs have no rail, but otherwise, appear safe and sound.*

This staircase leads down to area 246 on Dungeon Level 2 (see chapter 10), an empty corridor intersection.

## CHAPTER TEN

# The Temple of Elemental Evil

## Dungeon Level 2

### GENERAL FEATURES

Dungeon Level 2 of the Temple of Elemental Evil is depicted on map 24.

For additional information on the features of this level, see chapter 8.

**Wandering Monsters.** The first time the characters enter a dungeon room that isn't otherwise occupied, check for a random encounter. Also check for a random encounter every 10 minutes the characters spend exploring the corridors of this level. If the party rests, check once per short rest and four times per long rest. Roll 1d100 to determine what is encountered or simply choose an entry from the table.

### BANDITS

These surly NE human **bandits** heard a rumor that the Temple was again active and looking to hire mercenaries, and they are seeking someone of authority. If members of the party are garbed in clerical robes discovered in the Temple, these rogues may be fooled into believing the characters to be Temple clerics. Otherwise, they attack until two of their number are slain, after which they attempt a hasty retreat. These bandits are armed with shortswords (+3 to hit, 4 [1d6 + 1] piercing damage) and light crossbows. Each carries a leather belt pouch with 3d4 sp and 1d6 gp.

### WANDERING MONSTERS: DUNGEON LEVEL 2

D100	Encounter	# App	XP	Source	Notes
01	Bandits	1d4 + 1	25	MM, p. 343	
02-04	Bugbears	1d4 + 2	200	MM, p. 33	
05	Carrion crawler	1	450	MM, p. 37	
06	Ochre jelly	1	450	MM, p. 243	
07-09	Ogres	1d3 + 1	450	MM, p. 237	
10	Trolls	1d2	1,800	MM, p. 291	
11-99	Odd noise	NA	NA	NA	See description
00	Zuggtmoy	1	Varies	Appendix A	See description

### BUGBEARS

These **bugbears** received word that the Air Temple is hiring "extra help," but they've gotten lost. They are confused, hungry, and annoyed, and not above taking out their anger by attacking or stealing from any non-bugbears they encounter. They hurl insults (in Goblin) and attack quite fearlessly until half of their number are slain, after which they attempt a sudden parley. Each bugbear wields a battleaxe (+4 to hit, 12 [2d8 + 3] slashing damage, or 14 [2d10 + 3] slashing damage if used with two hands) and carries two javelins for throwing. Each one carries 2d6 gp somewhere on its person, and one also has a fine bit of quartz (45 gp) tucked away inside its boot.

### CARRION CRAWLER

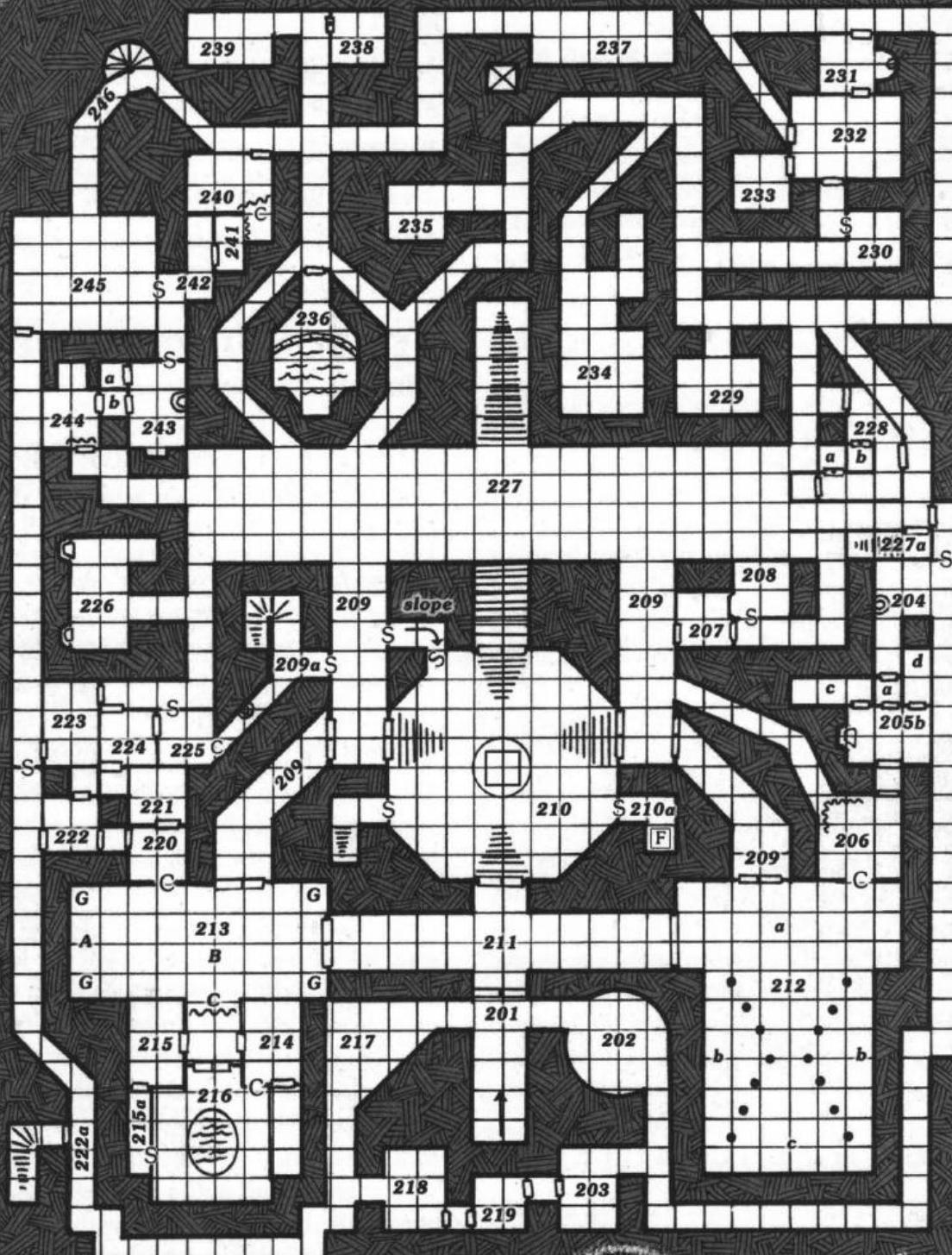
A **carrion crawler** entered the ruins from the Upper Works above. It mindlessly attacks anything it encounters.

### OCHRE JELLY

An old pet of Zuggtmoy's, this **ochre jelly** has been randomly roaming the hallways. It likes to perch on ceilings and then drop down on unsuspecting targets (and has already consumed several bugbears in this manner).

MAP 24  
DUNGEON LEVEL 2

□ = 10 Feet



## ODD NOISE

A faraway sound is heard by one or more characters. Roll 1d6 and consult the table for the type of noise heard and its possible origins.

D6	Noise	Origin
1-2	Flapping sound	Bats in a nearby high-ceilinged room
3-4	Echoing clang of metal	Item dropped by a humanoid in a distant hallway
5	Furtive rustling	Rats or vermin scavenging for food
6	Faraway howl	The su-monster in area 234, howling in hunger

## OGRES

These **ogres** are patrolling, but also snooping about for some grub. One wears an ornate, silver brooch pinned to its furs, a circular item of elven design that depicts a leaping elk in a circle of trees (200 gp).

## TROLLS

These **trolls** have been sent from the lower levels to check up on someone but were distracted by noise. They are hungry and eagerly attack those encountered in the hopes of an easy meal. They carry no treasure or items of value.

## ZUGGTMOW

The demoness **Zuggtmoy** (see appendix A), recently freed, is moving about and assessing the readiness of her forces in the fallen Temple. She is furious at her imprisonment, and eagerly and fearlessly attacks any non-Temple forces she encounters in a bid for vengeance. Zuggtmoy's XP value varies depending on her degree of freedom; see area 353 in chapter 11 for full details. She carries no treasure. (If Zuggtmoy has not been freed from her magical prison, ignore this result and roll on the table again.)

## SCALING THE ENCOUNTERS

The encounters presented on Dungeon Level 2 were designed for five to eight 2nd- or 3rd-level characters. For this conversion, they are presented as they occurred in the original text. Most parties of fifth edition characters range in size from four to six, and most will be all 3rd- or 4th-level, assuming they proceeded to the Tem-

ple relatively soon after the Ruined Moathouse and the Nulb environs, and then, explored parts of Dungeon Level 1. Thus, the DM might want to adjust the challenge of several of the tougher encounters to bring them in line with modern standards. These include:

**Area 202.** Replace the hydra with a **chimera**.

**Area 212.** Remove two salamanders.

**Area 222.** Remove two bugbears.

**Area 223.** Remove two bugbears.

**Area 226.** Remove two bugbears.

**Area 232.** Remove two bugbears.

**Area 241.** Consider adding two extra **guards**.

**Area 242.** Consider adding two extra **guards**.

## KEY TO DUNGEON LEVEL 2 (MAP 24)

### AREA 201 – GREAT BRONZE GATE

This area may be reached by taking the ramp down from area 109 in chapter 9 above.

*Barring further progress to the north is a huge, shining sheet of bronze. The surface of this sheet is covered with bas-relief faces of gargoyles, demons, and other evil creatures. This portal, apparently placed to block progress northward, appears far too massive to raise by brute strength alone. Corridors lead away to the west and east.*

This gate is *not* one of the four gates bearing a magical antipathy effect to bind Zuggtmoy. The portal has not been opened by the Temple inhabitants since the Temple was overthrown, as no full-ceremony sacrifices have been made since that time. To bypass this enormous gate, the adventurers must defeat the lock system, the heavy bars, and the weighty gate itself; the DM should manage each gate element as a separate challenge to be overcome. Use of a *knock* spell or similar magic defeats a single element. (Thus, defeating the portal using magic alone may well require three consecutive spells!) The lock mechanism, although quite stout, may be picked with thieves' tools and a successful DC 13 Dexterity check. The bars can be bent with a successful DC 25 Strength (Athletics) check. The gate can be lifted with a successful DC 22 Strength (Athletics) check.

**Development.** If the characters are particularly noisy in any attempts to bypass the northern gate (employ-

ing a *fireball* spell against the portal, for instance), the inhabitants of areas 203 and 218 eventually come to investigate.

## AREA 202 – DOMED CHAMBER

*The ceiling in this area reaches a central, rounded arch approximately 30 feet above. The floor is littered with bones, dung, and other refuse, but the polished stones visible beneath indicate that this room once served some special purpose. Noteworthy is the room's sole inhabitant: a huge, lizard-like beast with five snarling heads!*

Characters making a successful DC 10 Wisdom (Perception) check notice that the room's inhabitant, a ferocious, five-headed **hydra**, bears a leg manacle and is leashed by a heavy, iron chain about 8 feet in length. The other end of the chain is connected to a huge, metal ring that has been cemented into the center of the floor. If any visible creature tries to enter this chamber, the hydra hisses loudly and strikes. This beast is fed occasionally, but not nearly enough for its size.

If the characters hang back and focus ranged attacks on the beast, it becomes enraged. It uses an action attempting to burst the chain, which can be accomplished with a successful DC 22 Strength (Athletics) check. If reduced to 50 hit points or fewer, the desperate beast gains advantage on all Strength checks to burst the chain.

This monster has no treasure.

**Development.** Sounds of battle here brings its keeper from area 203, arriving in 1d6 rounds to investigate.

## AREA 203 – OLD STOREROOM

*Boxes, crates, and barrels line the walls of this 30-foot-by-20-foot chamber. Contents from the containers—flour, moldy grain, broken crockery, and other less identifiable things—are mixed with old bones, broken furniture, splintered wood, rags, and ordure up to a depth of at least a foot. A terrible stench pervades the area. Resting against a far wall is a tall, green-skinned humanoid.*

Lounging here is a burly **troll**, unless it has already moved to investigate adventurer-related disturbances to the north. It dwells here on orders from its master, the priest of the Fire Temple. The troll wields a pike (+7 to hit, 9 [1d10 + 4] piercing damage).

The majority of the containers hold nothing of value, all being spilled, rotted, or spoiled, but 10 minutes

spent searching with a successful DC 14 Wisdom (Perception) check turns up a small cask holding 2 gallons of fuel oil (worth about 16 gp per gallon) and a box containing 20 fresh torches.

**Treasure.** The troll's only personal treasure is a *ring of resistance* (fire) on its left index finger.

**Developments.** Upon hearing any noise from its beast in area 202, the troll snatches up its weapon and investigates. Those with proper identification—robes associated with the Fire Temple or an eight-pointed, gold amulet—can pass, for the troll then shoves the hydra aside and stops its heads from attacking by quick use of its weapon. The troll otherwise not only allows the beast to attack, but aids it, attacking with the polearm. If enemies close on it, the troll tosses the weapon aside and attacks via tooth and claw.

## AREA 204 – RECTANGULAR ROOM

*This chamber is plastered, but unpainted and largely unremarkable except for a few notable features: a flowing fountain and basin on the west wall, a stone fireplace on the east wall, and a table and benches near the center of the place. The furniture is a bit too large to be comfortable to humans. A sizeable haunch of cold, unidentifiable meat rests on the table. An old barrel stands in the center of the north wall and holds seven javelins. Heaps of bedding lie along the south passageway to the west, not far from the fountain. Standing beside the table are two large, hairy humanoids wearing crimson capes, and several others rest on the makeshift beds to the south.*

Five **bugbears** are stationed here as guards; two are currently on watch. Each goblinoid wears a short cape of crimson cloth. In case of attack, the three resting bugbears join the fray 1 round after the first two are engaged. Each bugbear throws a javelin before engaging in melee with a morningstar.

The spears are serviceable, but unremarkable. There is nothing of worth beneath the filthy bedding.

The secret door to the north of the fireplace can be found with a successful DC 13 Wisdom (Perception) check.

**Treasure.** Each bugbear carries 1d12 sp, 1d12 ep, and 1d12 gp.

**Development.** If hard-pressed, one bugbear attempts to rouse the clerics in area 205.



## AREA 205 – LUXURIOUS CHAMBER COMPLEX

This opulent complex is filled with forces loyal to the Fire Temple and consists of the following four rooms: an anteroom (area 205a), a main chamber (area 205b), a western side room (area 205c), and an eastern side room (area 205d). The Fire Temple loyalists here have medallions depicting the fire symbol (see player handout 12).

### AREA 205a – ANTEROOM

*This smallish, plastered room contains a couch, a writing table and chair, an unlit brazier, and a brass-bound chest; atop the table are quills, an inkpot, and a roll of parchment. A lantern in the corner illuminates the area. Seated near the table is a figure clad in red robes adorned with a skull emblem; it wears a golden necklace around its neck, from which hangs an eight-pointed amulet. The soft, orange light illuminates only rough outlines of a face beneath its crimson cowl.*

The half-orc fanatic herein is the liaison to the bugbear guards. Beneath his red robe, he wears plate armor, and he has a shield available within easy grasp as well. Given time, he casts *shield of faith* before striding into battle with his warhammer. If he spots any obvious spellcasters or clerics, he utilizes *hold person* in an attempt to immobilize them. He uses *sacred flame* and *inflict wounds* as appropriate to the situation.

Treat the male half-orc fanatic as a NE **cult fanatic**, but with the following changes:

- His AC is 20 (plate armor and shield).
- His walking speed is 20 feet.
- His Strength is 14 (+2).
- He has the skill Intimidation +4.
- He has darkvision out to a range of 60 feet.
- He speaks Common and Orcish.
- He is armed with a warhammer (+2 to hit, 6 [1d8 + 2] bludgeoning damage).
- He has these traits:

#### Relentless Endurance (Recharges after a Long Rest):

When the half-orc is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

**Savage Attacks:** When the half-orc scores a critical

hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Treasure.** The fanatic's golden chain and fire amulet are worth 100 gp. He wears a ring set with a large, violet garnet (700 gp) and carries 11 ep, 16 gp, and 7 pp in his purse. The locked chest may be opened by brute force, or the lock can be picked with thieves' tools and a successful DC 12 Dexterity check. Inside the chest are worthless garments, a *potion of poison*, and a leather bag containing 19 ep and 37 gp.

**Development.** If a fight breaks out in area 204, the fanatic reinforces the bugbears there as needed.

### AREA 205b – MAIN CHAMBER

*This 20-foot-by-30-foot chamber is thickly strewn with rugs, and carpets and tapestries cover the walls. Illumination comes from several candelabra, hanging lamps, and a fireplace. Plush furniture and soft cushions are everywhere. The furnishing colors here are all bright: scarlet, hot orange, fiery gold, and brilliant blue. Small tables hold ewers and cups and dishes of nuts and sweetmeats. A large box stands near the fireplace. The plastered ceiling is painted with scenes of demons and humans engaged in lewd activities. A figure garbed in a cerise, hooded robe relaxes on a chaise lounge, sipping a cup of wine.*

The CE male human **curate** (see appendix B) resting herein is the assistant to the Prefect Alrrem (see area 205c). His hooded robe has gold, embroidered skulls on the front and back; he also wears a golden chain and fire amulet. He wears chain mail beneath his robes, carries a shield, and wears a *ring of protection* (AC 19).

The ewers and cups are of pewter and likewise of small worth; all show signs of use and contain wine. The box by the fireplace is filled with billets of wood, charcoal, and kindling for the maintenance of the fire. If the area is searched with a successful DC 12 Wisdom (Perception) check, a hooded robe of scarlet hue is discovered beneath a heap of pillows. This robe is the garb of an important guest of the Fire Temple.

**Treasure.** In the pommel of the curate's mace is a small but carefully set ruby (1,000 gp). He keeps 14 ep, 9 gp, and 21 pp in his belt purse, and his golden chain and fire amulet are worth 100 gp. One tapestry sewn with gold and silver thread is worth 2,000 gp, but the others are of little value. It requires a successful DC 12 Intelligence

gence (Investigation) check to distinguish this valuable tapestry from the others.

## AREA 205c – WESTERN SIDE ROOM

*This side room is furnished similarly to the main chamber to the south. It contains a large bed, two small side tables, a round table with four chairs, a stand with basin, a ewer, a small copper box, and a wardrobe. A brass brazier filled with brightly glowing coals gives off wisps of sulfurous-smelling incense. A large, brass chest with a heavy lock is at the foot of the bed. Seated at the table is a man garbed in a robe of deep crimson with a purple lining and gold trim; he appears to be writing something on a piece of parchment.*

This is the private chamber of the human **Prefect Alrrem** (see appendix B), chief cleric of the Fire Temple, who is busy writing another ultimatum to Romag (see area 137 in chapter 9). Alrrem knows that the priests of the Water Temple are close to forcing the servants of the Air Temple to align against him. His written message states, thus far:

*"Your rewards will be great if you bend your knee to Fire. Bring all your forces here to me now and swear fealty. If you fail to heed this advice..."*

Alrrem is desperate, for his faction (having lost power when it led the Temple in defeat) now has few adherents and no particular strength in troops. He desperately needs the forces being gathered by the Earth Temple to counter those of the Air and Water Temples.

Alrrem is hoping the characters are here to pledge their support to his cause. So, he is willing to parley at first, but if he deduces that they are here for other reasons, he attacks, preferring to rely on spells such as *hold person*, *blindness/deafness* (blindsight effect), and *command*. In melee, he casts *spiritual weapon* (warhammer) and then attacks with his magic warhammer.

**Treasure.** Alrrem's gold fire symbol (on a golden chain) is set with a nice ruby (2,500 gp). He carries 5 gp, 38 pp, and four zircons (50 gp each) in his purse. He has three spell scrolls in a tube at his belt (*dispel magic*, *flame strike*, and *tongues*). The brass chest is locked (Alrrem has the key). The lock can be picked with thieves' tools and a successful DC 15 Dexterity check. The chest holds clothing, a suit of normal chain mail, a normal mace, and a sack containing 100 gp. The top of the copper box is inlaid with sardonyx, and the whole is worth 150 gp. It holds rare herbs worth 200 gp. Inside

the wardrobe, among other worthless garments, is a red, silk robe with golden skulls on its back and sleeves and with the eight-pointed fire symbol piqued on its front in garnets (3,000 gp).

## AREA 205d – EASTERN SIDE ROOM

*This eastern side room is not as lavishly furnished as those nearby. The place is adorned with a few tapestries, several small rugs, a small table with a candelabrum, a couch, two chairs, a chest, and a brazier. Torches burning in wall sconces provide light. A book lies open on a small stand near the couch. A few serving pieces of brass and copper are scattered about on the table and stand.*

The furnishings in the chamber are all normal. The book on the stand deals with the Elemental Plane of Fire, and it describes a creature native to that elemental plane known as the harginn grue (detailed in appendix C). Anyone reading this passage learns the descriptive information (but not any game statistics) of this creature. The book is nonmagical but worth 500 gp.

**Treasure.** The six serving pieces are worth a mere 5 cp each. The unlocked chest holds clothing, a small, silver box (75 gp) containing 20 pp, and a platinum ring set with tiny scarlet shards (500 gp). Beneath the clothing (found automatically by anyone going through the garments) is a bone scroll case which holds a *scroll of protection* (fiends).

## AREA 206 – AUDIENCE CHAMBER

*This lavishly furnished chamber is dimly lit by torches in sconces on the east and west walls. The many cressets and candelabra are unlit. Colors featured here are hot, bright ones: reds, oranges, and yellows. Tapestries on the walls depict scenes of the triumph of evil and fire over the innocent. Cushions, low tables, and stools are all about, but only one chair is here—a huge, wooden seat, lacquered red and gilt. A gold skull appears on the armrests and above the back. A man garbed in scale mail and two burly goblinoids are here, standing at the ready.*

A male human commander and two **bugbear** guards are on duty here. Each bugbear wears a short cape of red cloth. The commander is a LE **veteran**, but with the following changes:

- His AC is 16 (scale mail).
- His Dexterity is 17 (+3).

- He carries a *rope of entanglement* on his belt.
- He is armed with a *flame tongue* longsword (+5 to hit, 7 [1d8 + 3] slashing damage, or 8 [1d10 + 3] slashing damage if used with two hands, plus 7 [2d6] fire damage when activated) in addition to his other weapons.

The commander reports to Alrrem (see area 205c), and he directs the few forces at the beck and call of the Fire Temple: the troll (see area 203), various bugbears, were-wolves, and ogres. He commands their respect through his own ability, that of the clerics, and his *rope of entanglement*, which is coiled and kept ready at his belt.

Each bugbear throws its javelin before closing to melee. The commander uses his *rope of entanglement* to ensnare spellcasters or those using ranged weapons, but confidently strides forward to engage other opponents at close range. The commander has risen to his position chiefly through respect and fear, and he does not retreat.

The arched entry to the northwest passage is covered by hangings and a folding screen. The concealed door on the south wall can be found with a successful DC 12 Wisdom (Perception) check.

**Treasure.** The bugbears each carry 3d8 gp. The commander wears a gold chain and an eight-pointed fire amulet with a large, inset garnet (750 gp). He carries a purse containing 6 ep, 20 gp, and 6 pp. In the pockets of his dark red cloak are eight banded agates, five tiger eyes, and six pieces of quality turquoise (10 gp each).

## AREA 207 – PEARLESCENT ROOM

**DM Note:** Magic spells do not function in this room, with the exception of *detect magic*. If a *detect magic* spell or similar detection is employed, it indicates a dim magical essence throughout the whole area, with a stronger dweomer coming from the crystal sheet (see below).

*Before you is a brilliant room with a floor of white marble and the walls and vaulted ceiling sheathed in pearly alabaster. The room is bare and clean. A sheet of cloudy, crystal substance seems to be set into the northern portion of the east wall.*

The crystal is a magical, one-way mirror, protected by a powerful and permanent force field which makes it impervious to harm on this side by anything less than a godling. Nothing can be seen in or behind it, even a *passwall* spell being useless against its mighty dweomer.



If the party approaches the crystal sheet, read or paraphrase the following:

*As you approach the crystal wall, it begins to brighten, its radiance actually lighting the room! Two manlike creatures with wings of snowy feathers and radiant faces, robed in purest white, appear amidst golden-tinted, cloud-like billows. A pale, blue sky can be seen behind them. They first peer out at you, and then one speaks in dulcet tones, “What are fair and just folk such as you doing in this foul place of pain and base wickedness?”*

If any character is suspicious of this place, allow a DC 20 Wisdom (Insight) check, but hide the results from the players. If a successful check is made, the character senses that something is amiss here—that all is not as it seems. Those making unsuccessful checks get a “right feel” to the place, as if the room were a place of safety in a storm of evil.

At this point, the DM should prompt answers from the party through further utterances from the angelic duo. The duo are quick to threaten a bolt for any “servant of Evil” daring to enter this “sanctuary of Good.”

After sufficient questioning, the two figures smile benignly upon the viewers. They relate that their attention extends to this place, because when the Temple was

overthrown, Iuz (in his generosity and renowned kindness) placed this haven here, so that opponents of the Temple might find refuge in need and gain help against their foes. Read or paraphrase the following:

*The brighter of the two radiant figures now speaks again. "Now, good folk, place each and every weapon you possess, all of your holy symbols, magic items, silvered items, and magical herbs before this crystal—the Window of the Planes of Weal—and then quickly step out of the west door. Count slowly to 77, and do not return in that time, for we shall send a Ray of Just Might through these items. Any flesh in the place would be blasted to oblivion by the ray, and any mortal eye beholding its glory would be forever blinded. All your items shall be empowered, recharged by seven, or otherwise doubled in efficacy—though this power lasts but seven hours. Hurry! We must act swiftly, for our time on this plane is fast running out. We can help but once per seven days, you know!"*

**Development.** The party's entrance has alerted the werewolves in area 208, who are able to clearly see through the crystal sheet from their side. The werewolves stand before the lens, being seen by those on the other side as angelic figures. If the party hesitates or voices objections of any sort to the "angelic" duo's generous offer, the figures fade, and the crystal slowly darkens into cloudy obscurity after 1 minute. If the party cooperates, the werewolves rush through to area 207, gather up the items left by the adventurers, and quickly take them to their lair. Then (and only then), do they return to area 207, in person, to deal with the (hopefully) defenseless party.

## AREA 208 – SECRET ROOM

The secret entrance to this place is detected only if a character searches the area and makes a successful DC 17 Wisdom (Perception) check.

*A feral odor permeates this bare-walled room. Two heaps of cloth and a soiled pillow lie by the east wall. Bones and assorted litter cover the floor. A pair of rust-red cloaks hang on pegs next to where you've entered, the only apparent door. A few pieces of dirty pewterware are on the cupboard shelves, along with two bottles of wine and a bunch of cooking herbs in a glass bottle. A jumble of weapons and other items are heaped in the northwest corner.*

Two **werewolves** lair here. They serve the Fire Temple, bringing loot and victims to Alrem (see area 205c). The rear side of the crystal sheet of area 207 is also here, vis-

ible if a covering of gray cloth is pulled aside. It is a *lens of transformation* (see appendix D), actually placed here for evil purposes by the demigod Iuz (see appendix A).

The pile in the corner contains various odds and ends of adventuring gear (but no food or water), plus the following:

- Twenty-two arrows
- Nineteen silvered arrows
- One longbow
- Two shortbows
- Four light crossbows
- Four crossbow bolt cases (empty)
- Eighty-two crossbow bolts
- Five daggers
- One flail
- One hammer
- One wooden holy symbol
- Three silver holy symbols (50 gp each)
- One mace
- Two silver mirrors (10 gp each)
- One morningstar
- Three quivers (empty)
- Three spears
- One longsword
- Two shortswords

**Treasure.** The dirty pewterware is actually silver; 15 items worth  $1d6 \times 10$  gp each. The bottled herbs are 18 sprigs of wolf's bane (1 gp each). The cupboard cabinet holds a +1 dagger, a *lycanthrope slayer* longsword (as per a *dragon slayer* except against lycanthropes), and five silvered daggers, under which a *scroll of protection* (shape-changers) lies flat and upside down, appearing to be a piece of shelf paper. Under a loose floor stone, found only after a careful search with a successful DC 15 Wisdom (Perception) check, is a hole containing 1,629 sp.

**Development.** Upon hearing noise in the adjoining room (area 207), the werewolves stand before the lens, being seen by those on the other side as angelic figures. They can see through the crystal normally. If the party

cooperates with the offer of the “angelic” duo and leaves the room as detailed in area 207, the werewolves hasten to area 207 to recover the characters’ discarded gear. If the party balks at disarming themselves, the creatures step away from the device and wait to surprise anyone entering their secret door, just in case. Corpses are devoured by the werewolves.

## AREA 209 – PROCESSIONAL CORRIDOR

*The walls of this 20-foot-wide passage are painted with scenes of gross evil, death, and destruction. Some also depict parties of worshipers and their sacrificial captives; each is led by a robed cleric. The great doors along the southern part of each wall are polished brass, replete with many more vile scenes and runes. Huge rings hang from their centers for opening and closing.*

Characters inspecting the walls more closely with a successful DC 12 Wisdom (Perception) check notice small inset symbols of bronze adorning the pictures of the priests—a circle on a figure wearing silvery-gray robes, a square on a green-robed cleric, and an eight-pointed device on the figure in red.

A permanent spell keeps the doors from tarnishing. Characters inspecting the great hinges who make a successful DC 10 Intelligence (Investigation) check discover that the hinges are well-greased and have likely seen recent use.

The secret doors in the northwestern area 209 require successful DC 13 Wisdom (Perception) checks to locate. The secret passage from the western area 209 slopes 15 feet downward as it curves and connects with area 210.

## AREA 209a – SECRET CORRIDOR

**DM Note:** This dusty passage connects areas 209 and 225 (Kelno’s residence). A successful DC 13 Wisdom (Perception) check is required to locate this secret hallway. If the party discovers the passage, read or paraphrase the following:

*A gargoyle fountain on the northwest diagonal wall spurts milky water into a stone basin. The north branch leads to a stairway that curves and winds downward.*

The water is high in mineral content, but potable. The stairway curves counterclockwise as it descends and leads to area 314 in chapter 11.

See “Secret Cache” in area 225 for more details on the contents of the hallway near the fountain.

## AREA 210 – OCTAGONAL CHAMBER

**DM Note:** If the bronze doors in area 148 (see chapter 9) are sundered, the stairs therein descend south to this room. However, entry to this chamber is blocked by another set of like doors, protected by the powerful antipathy effect set in the north wall of this area. (See area 1 and “General Features” in area C in chapter 8 for a full description of the powerful ward these doors bear.) If the party bypasses the warded doors, read or paraphrase the following:

*Illumination in this large, octagonal room seems to come from everywhere—ceiling, walls, floor—a milky radiance which gives a dim and eerie glow to the whole scene. The floor of this place is 15 feet below the level of the normal dungeon floor, with short, broad stairways leading to it. The ceiling vaults to a height of 40 feet. The walls and floor of the room are of polished, gray stone with whorls of glittering mica; the floor is partially obscured by swirling, eddying mist that glows softly.*

*In the center of the area is a great, pierced square of bronze, 10 feet on a side. A dome is pierced in the ceiling, a circular shaft some 20 feet wide opening directly over a pit of the same diameter and 5-foot depth. Immediately to the south of the pit is a block of alabaster measuring 2 feet wide, 4 feet high, and 8 feet long. Atop it are two knives and a bowl of finest crystal. Ranking the pit are two crystal braziers, suspended from tripods by chains of silver. Each emits a faint, sickly-sweet, perfumed smoke.*

If the characters did not enter through the northern doors, the DM should also read the following:

*The doors to the north are bronze, sealed with iron, chained, barred, and bear a warning inscription in runes of some sort.*

The altar stone and crystal service pieces are protected by a special *glyph of warding* suitable to the place. They cannot be safely touched unless the symbol of the Air Temple is worn and the glyph name, *whab-dub*, is spoken aloud. Failure in either requirement causes a whirlwind to suddenly form and spin from the pit to the altar, inflicting 12 (2d10 + 1) necrotic damage to each creature within 10 feet of its path. A successful DC 15 Strength saving throw results in half as much damage. This also triggers an alarm; starting with the

bronze box, eventually the whole area gives off an evil-sounding chiming and tinkling, and the guardian (see area 210a) is summoned.

If the braziers are disturbed, they begin pouring out clouds of dense, choking smoke which fills 20,000 cubic feet of volume each round, continuing for 1d10 + 10 rounds. This vapor is heavier than air and thus builds from the floor upwards. Treat it as a *fog cloud* spell with the extra effect that a creature takes 5 (2d4) poison damage from smoke inhalation when starting its turn in the cloud. After 10 rounds of outpouring smoke, any creature within the pit is teleported to area 1 in the Air Caverns (see chapter 14).

If holy water is poured into a brazier, a **vrock** is instantly summoned and attacks everyone within the room. Note that, as there are two braziers, two demons may be summoned! Pouring any other sort of liquid into a brazier causes the smoke to be twice as voluminous and twice as harmful for 1 round, after which its output and toxicity return to normal.

There are two secret doors along the western wall; each one can be located with a successful DC 15 Wisdom (Perception). The northern one leads to a sloping hallway up to area 209 and the southern one opens to a flight of steps to area 301 in chapter 11. The secret door to area 210a can be discovered with a successful DC 17 Wisdom (Perception) check.

The shaft in the ceiling ascends to Dungeon Level 1 (area 131, chapter 9) and the Temple (area 3, chapter 8).

**Treasure.** The two crystal knives are worth 250 gp each, and the bowl is worth 1,250 gp. The bowl is somewhat fragile; if not wrapped and padded well, it shatters if those carrying it fall more than 10 feet or take more than 10 points of bludgeoning damage from a single strike. Each brazier is worth 10,000 gp and functions in perfectly normal manner once removed from this Air Temple.

## AREA 210a – SMALL ROOM

**DM Note:** This area quarters a **drelb** (see appendix C), the guardian of the Air Temple. This creature may already have been encountered by the characters in area 210 (see “Development” below), but if not, provide the following description:

*This dreary area is all plain, gray stone and a floor of laid slabs. There are no furnishings or furniture here, but at the*

*far side of the room, the hazy outline of a humanoid seems to hover in the air.*

The room is otherwise empty.

**Treasure.** A careful search with a successful DC 15 Wisdom (Perception) check reveals that a section of floor is movable, being a secret trapdoor. Tucked away in the small space underneath is a *censer of controlling air elementals* carefully wrapped in silky, gray cloth.

**Development.** If the altar stone and crystal service pieces in area 210 are touched without taking the proper precautions (see area 210 for full details), the drelb swiftly moves to attack any individuals there.

## AREA 211 – CORRIDOR OF THE ELEMENTS

**DM Note:** This wide corridor is very similar in construction and design to the Processional Corridors (areas 209).

*This 20-foot-wide passageway is strangely lit by some obviously magical means. In the center and the short, northern extension, it pulses with a disgusting, gray luminosity; to the west, it glows with a green radiance; and to the east, bands of dull, red light seem to float in the air. Each pair of double doors (to the north, west, and east) is of great brass construction, covered with horrible scenes and grotesque, leering faces. To the south is a huge slab of bronze—a solid portcullis. A mighty windlass flanks this barrier to the east.*

Characters spending a moment looking over the windlass can easily deduce that it is used to raise and lower the bronze portcullis. A successful DC 12 Strength check is required to turn the crank.

The central, 20-foot square at the intersection is a “safe area,” but not so the corridors. Any movement out of the safe area causes the walls of the corridor entered to glow brightly, and elemental forces (see the following descriptions) are felt. For each 10 feet of travel, 3 (1d6) elemental damage is inflicted; each victim may attempt a DC 13 Constitution saving throw each time this occurs, and success indicates that no damage is taken. Note that any victim carrying or wearing the appropriate Temple symbol automatically succeeds on each of these saving throws. Effects experienced in the various hallways are as follows:

**East.** The walls glow fiery red; the smells of sulfur, burning flesh, and hot metal assault the nostrils. Vic-

tims take 3 (1d6) fire damage unless a save is made.

**North.** A great rush of moaning-and-shrieking wind strikes the party. It oddly and indescribably smells like the winds of age, war, and death. Victims take cold damage and are blown backward 30 feet; each also takes 3 (1d6) points of bludgeoning damage when hitting the bronze slab (unless it has been opened).

**West.** The walls, floor, and ceiling shed a deep, green gloom. Character movement is slowed to half speed (as if moving underwater). A moist reek of seaweed and rotting fish pervades the air. Victims begin to suffocate (*PH*, p. 183) unless a save is made.

## AREA 212 – THE TEMPLE OF FIRE

**DM Note:** If anyone enters by either pair of brass doors, a permanent *unseen servant* slams them shut behind the visitors.

*There can be no doubt that this huge hall of red granite, lit by scores of flambeaux and pervaded by the odor of heated metal and sulfur, is the Fire Temple. The great doors of beaten brass reflect the leaping flames. Tapestries adorn the walls of the north (wider) section, depicting scenes of fire in evil form. Despite the many torches, blue and mica flakes in the polished granite walls appear to leap and dance as if flames caught within the rock.*

*A brass tube, some 20 feet long and perhaps 2 feet in diameter, is suspended from the ceiling by chains of the same metal. Just to the north of it is a shallow firepit, and to either side of the tube are low stands of brass, upon which are many small blocks of charcoal. To either hand, east and west, beyond lines of pillars are great, copper cauldrons flanking the main area of the Temple. Before each such vessel is an octagonal, brass table; on each table are 16 bowls and a copper dipper.*

Continue if the southern (main) Temple is entered:

*A glance into the huge pots finds them filled with some sort of glowing, amber liquid. At the south end of the Temple stands a translucent block of golden apatite, 3 feet wide and high and 9 feet long. Skulls grin from its sides, their forms inlaid with hammered gold. Atop the altar is the eight-pointed fire symbol (illustrated on player handout 12) set in wrought gold. Before this altar is a firepit of diamond shape, 10 feet long north-south and 8 feet broad. It appears to be several feet deep, and its bottom is covered with hot, glowing coals. Tiny forms seem to cavort atop these coals—perhaps small denizens of the Elemental Plane of Fire.*

Anyone entering the deep firepit by the apatite altar (marked as “c” on the map), unless magically protected, takes 14 (4d6) fire damage (3 [1d6] for even a touch) immediately and a like amount each subsequent turn started in the pit. With magical protection, the intruder takes no damage the first round and only 3 (1d6) fire damage per round thereafter. Items placed within the fire take 7 (2d6) fire damage per round, or 2 (1d4) if they are magical items, due to the intensity of the heat. When anything or anyone enters the firepit, the salamanders (see below) start to grow.

The amber liquid in the two great, copper cauldrons (marked as “b” on the map) is fine, scented oil with a *continual flame* effect on it. Approved supplicants are to fill a bowl to pour upon the altar. If any material other than copper touches the oil, a **salamander** appears in the cauldron, igniting the oil and causing a wave of heat that inflicts 13 (2d12) fire damage on each creature within 5 feet; the salamander then attacks the defiler of the “unholy oil.”

If the altar is touched prior to pouring the golden oil upon it, a sheet of flame expands out 5 feet from the altar in all directions, inflicting 10 (3d6) fire damage to each creature with no saving throw. This causes a *magic mouth* spell on the central skull to bellow, “WHO



## DARES DEFILE THE SACRED ELEMENTAL FIRE?\*

The noise attracts any clerics and guards nearby.

If oil is poured upon the altar, a *magic mouth* on the central skull speaks in Common, commanding that the faithful now offer major sacrifice. At this, the flames of the firepit leap higher, each appearing as a miniature salamander. Visitors must now either depart or make a sacrifice, placing a valuable treasure (worth 500 gp or more) or a living creature in the firepit, and leaving it there until destroyed. Failure to sacrifice causes salamanders—16 of them!—to grow to full size in 4 rounds. However, only four of the **salamanders** are real; the others are *mirror images* (as per the spell).

The fire in the firepit is magical and of evil nature. Water only causes steam and vapor to arise from the coals, effectively causing a *fog cloud* filling the south Temple area and lasting 1 round per gallon of water applied. Holy water quenches 1 cubic foot of burning coals per vial, but unless all the coals are so quenched, the dead portion flames again 10 minutes later.

Beneath the glowing coals of the firepit is a locked, iron box; however, it cannot be found until after 1d4 + 4 rounds of searching, *detect magic* or other magical aid notwithstanding. The box is trapped with a vorpal scythe blade. A successful DC 14 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the trunk to accommodate the blade mechanism. A successful DC 15 Dexterity check using thieves' tools disarms the trap, locking the blade firmly in place. If triggered, when any item is lifted from the bottom of the box, the razor-sharp blade neatly cuts through nearly anything; limbs stuck within the box are amputated (no saving throw), and the target takes 10 (3d6) slashing damage, normal weapons or staves are sundered, and even magic items stuck by the blade are ruined. A hand thus removed may only be replaced by application of a *regenerate* (or more powerful) spell.

The concealed door on the north wall can be found with a successful DC 12 Wisdom (Perception) check.

**Treasure.** Inside the box are two *potions of resistance* (fire), a *ring of resistance* (fire), and a longsword that appears normal, if finely made. The latter weapon is, however, a sentient magic weapon named *Whitepyre* (see appendix D). Six skulls adorn the apatite altar at the south; each one weighs 2 pounds. The wrought gold

design on the altar (500 gp) can be pried off.

**Development.** If a block of charcoal incense is placed in the northern firepit, it instantly bursts aflame, and the tube—a great bell (marked as "a" on the map)—sounds loudly, calling the priests and indicating that faithful worshipers wish to sacrifice to the Elemental Evil of Fire! The priests in area 205 certainly respond to the noise, if still alive.

## AREA 213 – HALL OF VERDIGRIS

**DM Note:** This whole place radiates a dim magic and is pervaded with evil, if checked with a *detect magic* or *detect evil and good* spell, respectively. Set between the slabs of polished stone on the northern wall is an easily missed, recessed door with a flush handle that leads to area 220. The DM should treat this northern portal as a concealed door; it is noticed by characters with a passive Perception score of 12 or higher or found automatically if any character searches that wall.

*This huge hall, some 40 by 90 feet, has an arched ceiling 30 feet overhead. The many buttresses and arches form a tracery of shadowy dimness; the ceiling's exact height is not discernible. The floor and walls are covered in slabs of polished stone, apparently azurite-malachite from the swirls of blue intermingled with the deep green. Some magic has evidently been placed here, for a soft, cloudy, greenish luminosity seeps from the walls and floor, seemingly floating in the air, making the whole chamber appear as if deep underwater. This impression is enhanced by the brass doors, fountain, and other work; all are covered with verdigris. Even the damp air seems to smell of the sea.*

*In the middle of the west wall is a great sheet of bronze, a bas-relief of an underwater vista: seaweed, shells, and various forms of marine life. The head of a fish-like thing projects from this, a most hideous visage. Its ghastly maw emits a stream of water, which falls into a tiered series of four basins. The fourth and largest never overflows, so it must have a drain system somewhere.*

*Near the mid-portion of the hall, some 40 feet distant from the east wall and 30 feet from the north wall, is a bronze altar with many marine creatures sculpted in bas-relief upon its sides. It is about 4 feet high and around with a 10-foot diameter. Its top is concave, and a shallow basin apparently about 2 feet deep is filled with water. The bottom of the basin is filled with coins, a sprinkling of gems, and many small seashells.*

*In the mouth of a 20-foot-wide alcove south of the altar basin stands an idol or statue of serpentine stone, expertly sculpted to depict a writhing, amorphous agglomeration of fish, eels, octopi, and other marine monsters. This horrid thing is about 8 feet high and nearly as broad; the whole forming a globular mass standing about 4 feet from the altar basin. The alcove to its rear is 5 feet deep, the back wall of which is covered by a drapery apparently fashioned from seaweed and water!*

*Each corner of the hall is occupied by a triangular plinth, filling it and extending about 20 feet upwards. Atop each of these columns is a gargoyle-like statue made of bronze and coated with verdigris.*

Worshippers typically bring offerings to the fountain and dip them in each basin, highest to lowest, before placing them on (or in) the altar. If this procedure is not followed, the “gargoyles” on the plinths give chase (see below).

If a sacrifice or donation is properly prepared with the fountain (marked on the map as “A”) and placed in the altar basin, a *magic mouth* on the idol in the alcove (“C” on the map) makes a hooting noise, summoning the occupants of area 214 to receive the worshippers. If the altar is improperly handled, the idol starts to roll slowly toward the offender, issuing forth hissing and hooting noises which likewise alert the occupants of area 214. In either case, they appear in approximately 5 rounds.

The altar basin (“B” on the map) is filled with salt water, of course. If the altar is defiled or damaged or if anything is removed from it, the guardian idol animates to pursue and punish the offenders (see details below).

The idol is actually a **lesser juggernaut** (see appendix C). This horrid construct can roll over victims or reach out in any direction with eel heads, tentacles, pincers, and other attack forms to a 5-foot range.

Each of the gargoyles (“G” on the map) atop the triangular columns is actually a **zombie** wearing a magical *gargoyle cloak* (see appendix D). Note that the zombies may be turned normally by a cleric. If any zombie takes 20 or more points of damage from edged weapons or fire, consider the cloak it wears destroyed. If the creatures are slain without damage to the cloaks, subsequent examination shows each to be a green-colored zombie.

The seaweed wall to the south is merely a cleverly embroidered, but normal, drapery. It conceals another alcove that is 15 feet deep and 20 feet wide, with ver-

digris-covered, bronze doors to the south and normal doors to the east and west.

**Treasure.** The treasure inside the sacrificial basin consists of 42 cp, 37 sp, 60 ep, 51 gp, 23 pp, and 39 gems worth a total of 1,920 gp: 17 variegated agates worth 10 gp each; three bloodstones and six zircons worth 50 gp each; and four amethysts, three red garnets, and six tourmalines worth 100 gp each.

**Development.** The juggernaut does not leave this chamber. If commanded using the word “D’LYSS” (written on Belsornig’s iron key in area 215), the juggernaut immediately halts and ceases hostilities.

## AREA 214 – LOUNGE

*This 20-foot-by-30-foot room is furnished in rich green rugs, carpets, draperies, furniture, etc. Four bronze pedestals (one in each corner of the room) hold green globes of some odd sort, which provide a greenish illumination for the area. Two upholstered armchairs and side tables are to the north. The center of the room is dominated by a long table with four chairs. Upon the table are green vessels: a decanter, six goblets, several bowls and plates, a basin, and a small box. A high desk stands against the west wall just south of the door; upon it are a few scraps of parchment and writing tools. A large wardrobe stands by a door in the south wall. Two figures clad in hooded green robes stand here in discussion.*

Two under-priests are quartered here. They attack intruders, calling loudly to alert others in area 215 (and possibly areas 220 through 225). Each priest wears plate armor underneath his robes and carries a shield and two light hammers.

The under-priests are NE male human **clerics** (see appendix B) with the following changes:

- Their AC is 20 (plate armor and shield).
- Their walking speed is 20 feet due to the heavy armor.
- They are armed with light hammers (+2 to hit, range 20/60 ft., 2 [1d4] bludgeoning damage).

One under-priest has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, resistance*
- 1st level (4 slots): *command, cure wounds, detect evil and good, sanctuary*
- 2nd level (2 slots): *hold person, silence*

The other under-priest has the following cleric spells prepared:

- Cantrips (at will): *guidance, resistance, sacred flame*
- 1st level (4 slots): *command, cure wounds, detect magic, shield of faith*
- 2nd level (2 slots): *blindness/deafness, silence*

If the under-priests run into intruders, they engage using *command, sacred flame*, and *shield of faith*, as appropriate. One casts *hold person* on fighter-types before striking with his hammer. If obvious spellcasters are spotted, *silence* is used to counter troublesome spells.

Concealed behind an olive drapery to the southwest is a small door that opens to area 216. Characters making a successful DC 12 Wisdom (Perception) check notice the bulge of the door handle behind the wall hanging.

The southeast door opens into a 10-foot-wide, 30-foot-long room. If the party enters, read the following:

*This narrow room contains a pair of beds separated by a folding screen. By each bed is a small stand, a bronze brazier, a low stool, and a chest bearing a large lock.*

The furnishings here are normal. The chests are locked (the under-priests each have a key to one of them). The locks may be picked with thieves' tools and a successful DC 15 Dexterity check. Since the locks are similar, if a character picks one lock, they have advantage on the check to pick the other.

**Treasure.** In the main room, the entire table service fills two large sacks and is worth 2,000 gp if undamaged, being fashioned from fine malachite. Each under-priest wears a gold ring fashioned as a 10-armed monster; each ring is set with a cabochon-cut peridot held in place by the monster's tentacles (750 gp).

In the southern room, each chest holds clothing and four texts on the Elemental Evil of Water (nonmagical, but worth 250 gp each). The first chest contains a sack with 87 gp, a bronze mace (15 gp), and a gold ring set with a rare, green pearl (555 gp). The second chest contains an old, crumpled handkerchief containing 21 pp and a *potion of water breathing*.

**Development.** If things go badly for the under-priests, one may use a Dash action to escape through the concealed door to either alert Belsornig in area 215 or to circle around and re-enter area 214 via the western door in an attempt to catch any foes off-guard.

## AREA 215 – SALON

*This place is swathed in rich green; even the ceiling is obscured by gossamer, green hangings. Tapestries on the walls show scenes of undersea cruelty and death. A large, bronze brazier stands in the middle of the floor, sending off curls of sweetish, fishy-smelling smoke, flanked by hanging bronze lamps which shed a green glow throughout the room. Six plush armchairs are here, each with a matching footstool and low table. On each table is a small decanter, a bowl of nuts and fruits, and a stemmed cup of serpentine. In the center of the west wall is a couch of green velvet piled with pillows. A round table before it holds an ivory tray, upon which are heaped many seashells. An armoire stands to each side of the west door.*

*Sitting in one chair is a man garbed in robes of dark green velvet, who immediately rises to his feet on taking notice of your approach. He calmly pulls back his cowl, revealing a handsome (if stern) face with graying temples and piercing, blue eyes.*

This is the residence of **Canon Belsornig** (see appendix B), chief cleric of the nearby Water Temple, a vile person filled with hubris and wickedness. He uses guile to dupe anyone, strikes whenever he has an advantage, and never admits anyone to be his better unless his life is at stake. He is set on becoming chief cleric of the whole Temple when it once more sets forth upon a course of open warfare against the land above.

Belsornig is working to subvert the humanoids of the Air Temple while threatening their cleric, Kelno (see area 225)—not with harm from the Water Temple forces, but rather with the machinations of Alrrem (see area 205c) and the Fire Temple.

In addition to his magic plate armor, Belsornig wears a gold belt set with lapis lazuli and malachite (750 gp) beneath his robes. In his purse hanging from this belt are 21 gp and 14 pp, along with an iron key upon which the word “D’LYSS” is inscribed with runes. This word is the command to stop the juggernaut in area 213, and the key opens his personal chest in area 215a. He also wears a gold ring with a peridot bezel (1,000 gp).

**Treasure.** The ivory tray is worth 50 gp, but the seashells have no value. Each decanter, bowl, and stemmed cup is worth 2 gp. The hanging lamps contain cheap, green quartz treated with *continual flame* spells (worth 1 gp each for the gems, but each lamp is worth 25 gp). The brass brazier is worth 30 gp. The northern armoire

contains a suit of plate armor, a shield, a mace, and a green cloak. The southern one holds various, nondescript garments plus a robe of watered, green silk upon which a 10-armed octopoid creature, stitched in gold thread, writhes from back to front. Where the tentacles reach the breast is a gold circle set with 12 peridots: four small (100 gp each), four medium-sized (500 gp each), and four large (1,000 gp each). A hook on one side of the cabinet interior supports a censer of bronze coated with verdigris. On the floor are 20 blocks of nonmagical incense (10 gp each).

**Developments.** If Belsornig hears fighting nearby, he investigates carefully. If time permits, he places *protection from energy* (fire) on himself before appearing, and then may use *command* to remove an enemy from the conflict. He saves *silence* for an obviously dangerous spellcaster. He knows, of course, that *dispel magic* can be quite useful against opponents obviously enjoying magical benefits. He prefers to attack from behind his allies, avoiding direct hand-to-hand combat if possible. If things look bad, he seeks shelter in the Water Temple (area 216). If captured and questioned, he reveals that a Greater Temple is two levels deeper (see chapter 12) and guides adventurers to bring harm to its priests, as he sees an advantage therein. Of course, he bargains to have his own Water Temple spared, and never personally accompanies any expedition to the Greater Temple, except at sword point.

## AREA 215a – BEDCHAMBER

This narrow area appears to be a private bedchamber or domicile. There is a table, heaped with golden dishes, flanked by two comfortable chairs. A desk stands near the table, and upon it are writing materials and a small tome. A bookstand nearby holds six other similar works. At the south end of the chamber are a large bed, a small stand, and a locked, bronze chest. A large mirror and a trident hang from the wall beside the bed.

A cleverly constructed secret door here allows entry to area 216. It may be found by characters that make a successful DC 15 Wisdom (Perception) check.

The volume on the writing desk deals with the secret rituals of Water Evil and contains numerous gruesome descriptions (it is of no value). The chest's lock bears a poisoned needle trap. The trap can be discovered with a successful DC 13 Intelligence (Investigation) check. The trap can be disabled with thieves' tools and a suc-

cessful DC 17 Dexterity check. Characters can safely open the chest with the key from Belsornig's purse, or the lock can be picked with thieves' tools and a successful DC 12 Dexterity check; if the trap was not disabled and the result of this Dexterity check is 14 or lower, however, the trap is triggered when the chest opens. If the trap is triggered, a needle extends 3 inches straight out from the lock and strikes those within range for 1 piercing damage plus 16 (3d10) poison damage, and those so injured must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

**Treasure.** Inside the chest are items of normal clothing, a coral box (100 gp) which contains 100 tiny seed pearls (10 gp each), and a *cloak of the manta ray*. The trident is a magical *trident of yearning* (see appendix D); in its hollow handle are a huge aquamarine (5,000 gp) and four *spell scrolls* (*control weather*, *flame strike*, *purify food and drink*, and *revivify*). The 32 gold dishes on the table are worth 1,900 gp for the set (total weight 40 pounds).

## AREA 216 – THE POOL CHAMBER

**DM Note:** If any cleric or servant of the Water Temple has been questioned, the characters can learn that this is the Water Temple. Since this faction is now the strongest of the four, it is also known as the Lesser Temple. Note that fire spells of any sort do not function herein as long as the pool is alive (see below). Furthermore, no magic, evil, or traps can be detected here via magic. The applicable spells seem to work but detect nothing.

*This large room is fashioned of great blocks of polished serpentine, save the domed ceiling of polished crystal—it is made to reflect everything in the room in a distorted way, concentrating light upon the center of the large, oval pool of water in the center of the chamber. The whole place seems to be lit with a blue-green light from this pool, and at the same time, the pool seems to absorb light, capturing it in its heart. Pale, green flames come from eight bronze cressets, four on the east wall and four on the west; the flames shed light, but not heat. Tapestries of the vilest sort cover the east and west sections of the north wall. The south wall shows a mosaic of some great, 10-armed octoploid monster, holding a sacrificial victim in each tentacle. The monster is fashioned from dark, purple tiles, with reddish highlights and green orbs.*

*The pool is an oval, 10 feet across and some 20 feet long, set in a basin of small lapis lazuli tiles. The crystal-clear water allows vision to the very bottom of the basin. The edge*

depth appears to be about 4 feet. The floor slopes steeply to the middle, perhaps 12 feet deep, where some sort of humanoid is chained. You suddenly receive a telepathic message! The merfolk is pleading to be released, so that it can prevent your deaths when the kraken, shown on the wall, materializes and attacks. It will appear at any moment—so, as many as can, jump into the pool and help the merfolk break its chains! Soon, it will be too late!

Suspicious characters making a successful DC 15 Wisdom (Insight) check sense clear duplicity in this telepathic plea; the check reveals both the lie and the EVIL of this thing. If this check is attempted after the use of a *detect thoughts* spell, the check is made with advantage. As noted earlier, other detection spells reveal nothing of import.

The pool itself is an intelligent, evil creature from the Elemental Plane of Water. Its powerful, alien dweomer masks its alignment and intent. It speaks telepathically, lies most glibly, and is highly persuasive. The enchain figure is an illusion produced by the creature, although disbelief has no effect. This creature's body is the clear, silvery substance in the pool; though it seems to be water, it is actually a highly corrosive acid. A mere splash inflicts 1 acid damage, a dowsing 2 (1d4) acid damage, and full immersion causes 11 (2d10) acid damage immediately and a like amount when a creature starts its turn so immersed.

If a magic item enters the pool, it is destroyed on a roll of 10 or less on a 1d20. If the item is enchanted with a “+” (such as a magic weapon), add its enchantment bonus to this roll. The monster feeds on energy (both of life and magic), and when it destroys a magic item, it gains any spell or spell-like powers of the item! It can produce these effects only during the 4 rounds immediately after such an item's destruction but can do so in addition to its normal *suggestion* action.

If the pool-thing cannot convince the whole party to jump in, it uses a *suggestion* (save DC 15) each round on individual targets. Once per week, the creature can employ a *wish* to fulfill another creature's desire.

The creature has 100 hit points but cannot be damaged by blows or most spells. Only the following things can affect it:

- *Cone of cold* spell: causes paralysis for 1d4 + 1 rounds
- *Control water* spell (part water effect): inflicts 1d4 damage

- *Create or destroy water* spell (destroy water effect): inflicts 6d8 damage
- Holy water (1 flask) poured into pool: inflicts 1d4 damage
- *Ice storm* spell: causes paralysis for 1d4 rounds
- *Otiluke's freezing sphere* spell: causes paralysis for 1d4 rounds and inflicts 3d8 damage
- *Purify food and drink* spell: inflicts 5d8 damage
- Water (1 gallon) poured into pool: inflicts 1 damage

If the creature is slain, the crystal dome shatters, inflicting 6 (1d12) slashing damage to each creature in the room with no saving throw. The lapis lazuli basin shatters at the same time.

A wall block to the southwest has been constructed to pivot away from the wall if pulled from the upper right-hand corner. This secret door allows entry to area 215a. It may be found by characters that make a successful DC 15 Wisdom (Perception) check.

**Treasure.** If more than 30 minutes are spent searching through the remains of the shattered basin, 1d8 pieces of value are found every 10 minutes thereafter, to a maximum of 4d8 pieces in all. Each piece is worth 1d4 × 1,000 gp each but is bulky and weighs 20 pounds. If the crystals from the dome are examined, a coral scroll case (worth 50 gp, previously hidden behind the dome) is found. It contains a piece of parchment with the following message:

*On three, in six, lies nine—but none shall ever see*

*Vile Good cloaked by Fair Evil for eternity.*

*Will you answer, Answerer? Where is your power, pray?*

*With the whelp of Mitrik and there until doomsday.*

This message alludes to area 334 and the enchanted Prince Thrommel (see chapter 11). Characters that are personally familiar with Veluna (in the World of Greyhawk setting) or that make a successful DC 10 Intelligence (History) check recognize Mitrik as the capital of Veluna.

**Awarding Experience.** If the party slays the pool-thing, award them 8,400 XP.

## AREA 217 – TRIANGULAR CHAMBER

This area was once of some importance, for its walls are plastered and painted, and evidence of carpeting can be seen in the corners, though such is now a ruin. The floor is covered with litter, filth, bones, and possibly much more. The walls are dirty and stained with great chunks of plaster pulled off and gouge marks everywhere else below the 10-foot mark. The room stinks. An 8-foot-long chain bolted to the center of the floor restrains a massive, furry beast with a beaked maw and long, black claws.

An **owlbear** is kept chained here to guard against unwelcome visitors, especially agents of the Fire Temple. The owlbear is not well fed and attacks fiercely, barring any passage through its chamber, until slain or forced back by its keeper.

**Treasure.** A character conducting a thorough search of the mess, which takes 10 minutes and a successful DC 12 Wisdom (Perception) check, locates 3d10 each of cp, sp, ep, and gp under the filth, to a maximum of 50 of any coin type found by all characters so searching. The owlbear itself keeps no treasure.

**Development.** As soon as any creature steps into the area, the owlbear begins hissing, clacking its beak, and sounding its strange hooting roars. The noise draws the keeper from area 218 to investigate.

## AREA 218 – ABANDONED STOREROOM

This rectangular chamber is a mess in every respect. It reeks of beast, is covered with dirt and rubbish, and is littered with bits of decaying meat and many bones strewn haphazardly about the place. Some shelves remain on the walls, and a few boxes, crates, barrels, and bales are intact, still standing along the walls where they were placed who knows how many years ago! There seems to be nothing of value in the place, but more noteworthy is the tall, greenish humanoid that crouches in a far corner, gnawing on a long bone. A grand polearm of some sort leans against the wall behind it.

This room is the lair of the owlbear's "keeper" (or tormentor), a **troll**. This troll has the following changes:

It is armed with a fauchard-fork (+7 to hit, reach, 8 [1d8 + 4] slashing damage; for details on this weapon see appendix D).

It has a modified Multiattack action:

**Multiattack:** The troll makes two attacks: one with its bite and one with its fauchard-fork. Alternatively, it makes three attacks: one with its bite and two with its claws.

**Treasure.** If the intact containers are searched, one barrel is found to contain drinkable wine. Searching characters that make a successful DC 15 Wisdom (Perception) check also find a hidden leather sack tucked inside a bag of moldering grain in the northeast corner. The leather sack holds 109 ep, 84 gp, and 48 pp.

**Developments.** The troll goes to area 217 upon hearing noises of intruders, after first grabbing its 12-foot-long fauchard-fork. If intruders are led by anyone wearing the green robes of the Water Temple (or if the entire group is so garbed, of course), the troll shoves the owlbear to the northwest corner and allows passage—making sure, afterwards, that they report to area 222, either accompanying or following them. If intruders do not identify themselves or if anyone wears robes of the Fire Temple, the troll releases the owlbear and joins the attack. It uses the polearm at a distance but shifts to the usual claw/claw/bite routine for closer melee if necessary. This troll is on fairly good terms with its counterpart in area 203 as well as with its fellows in area 219.

## AREA 219 – ROOM OF BONES

Something has taken considerable pains to decorate this disused storeroom. The walls are covered with a plastering of excrement and bones to form both patterns and shelf-like, bone ledges. Skulls leer from these shelves—human, dwarf, and various sorts of other creatures as well. The floor is a conglomerate of bones and ordure. A large armchair and crude table of sorts, each fashioned from bones, stand in the northwest corner. In the southeast corner is a heap of torn cloth, leather scraps, bits of tapestries, and pieces of rugs. Suddenly, the pile moves, and something rises—a huge troll!

This is the quarters of **Oohlgrist, troll chief** (see appendix B), an honored guest of the two trolls nearby (in areas 203 and 218), who serve opposing factions of the Temple. Each one seeks to win Oohlgrist's favor, for he can bring a score or more of great trolls to align with the one preferred faction. This room was especially decorated for him, and he is brought choice victims for dinner.

Oohlgrist wears bone armor (worth a gem in trade with



a troll or ogre). He also wears a *ring of resistance* (fire) on the little finger of his left hand, a necklace of gold with four small rubies given to him by the priests of the Fire Temple, and a jeweled belt given to him by the priests of the Water Temple. In a pouch at his belt is a *necklace of adaptation*, also a gift from the Water Temple followers.

Though evil and cruel, Oohlgrist is wily and cunning. He has no intention of risking himself or his followers unnecessarily. He intends to milk the rivalry to the utmost, then join neither side unless he's certain that those involved can triumph without any great struggle involving him or his trolls.

**Treasure.** A *potion of superior healing* is concealed in a small, leather pouch under the pile of old cloth. A successful DC 10 Wisdom (Perception) check uncovers this item. Oohlgrist's necklace is worth 4,750 gp, and his jeweled belt is silver with four nice emeralds (5,250 gp), but both items are fragile. If the troll chief is subjected to destructive magic, it is possible the jewelry he carries may be ruined. If he takes more than 8 or more fire damage in a single round, the items he carries also take 1d4 fire damage; the nonmagical necklace and belt can each withstand only 4 damage before being ruined.

**Developments.** If confronted by a party demonstrably capable of killing him (and thus, obviously, a fair match for the various Temple factions), he tries to parley. (Of course, he'd rather eat humans than talk with them, but...) Being a tribal leader, Oohlgrist knows rudimentary Common. His first offer is to spare the characters' lives if they pay a ransom of gems or many precious coins. Failing that, he simply tells them, "Go away, and Great Ugly Troll Chief spare you," because he has other things to do and isn't hungry. If that ploy fails, he offers his ruby necklace, and then his belt of emeralds, but never any of his magic items.

Last, he volunteers (so to speak) to aid the party in overcoming one of the Elemental Temples. He will settle for as little as one quarter of the loot gained thereby (but first asks for half). Oohlgrist actually fights well if he perceives no treachery and if the characters fight, too. If they try to betray him or expect him to bear the brunt of the fighting, he immediately switches sides when it's to the characters' detriment. Oohlgrist will not cooperate for any extended period of time. If the characters are weakened and low on resources, he swiftly turns on them.

## AREA 220 – SIDE ROOM

**DM Note:** This room may initially be accessed via a concealed door in the south wall (see area 213) or from the short corridor to the west.

*This small room was evidently meant for minor functionaries of the Water Temple, for shreds of green draperies still hang from the walls and part of a dirty, green carpet remains in the southwest corner. Four heaps of material, likely used as sleeping mats, are evenly spaced on the floor. A long bench stands by the east wall, under which is a small keg. A large barrel stands near the north door with a lumpy sack nearby. Several green cloaks hang from wall pegs. Seated around the room are several muscular humanoids.*

Four **bugbear** guards are stationed here in service to the Water Temple. If they hear fighting in the area, they rush out to see what is happening, arriving in roughly 1 round. Each wears a green, vest-like tunic over its armor.

The small keg contains wine of average quality; the large barrel holds water. The sack contains some bad-smelling meat, a large wheel of cheese, and several loaves of coarse, black bread—provisions for the nearby bugbear troops. Under one of the cloaks hangs a battleaxe.

**Treasure.** Each bugbear carries a small sack with 3d4 cp, 3d4 sp, 3d4 ep, and 3d4 gp.

## AREA 221 – INNER CHAMBER

*This room is much like the one to the south. A pair of beds are shoved together with a heavy chest beside them. A large table and chair are the only other furnishings. Three barrels stand along the south wall. A large, heavyset ogre clad in an armored jack seemingly made of seashells lumbers your way!*

An **ogre** lives here, overseer of the guards of the Water Temple. He is lazy and rather stupid and comes only if summoned—but due to his horrible temper, the bugbears hate to summon him. He wears a padded jack sewn with seashells (AC 13) and uses a green drape as a cape. He wears his hair in a topknot held in place by three silver pins.

**Treasure.** The three silver pins in the ogre's hair are set with pearls (110 gp each). The chest is secured with a large padlock; the key is entwined in the ogre's hair, or the lock can be broken by four blows from a mace or

hammer (which may alert nearby guards) or be picked with thieves' tools and a successful DC 14 Dexterity check. Inside are various items of apparel, a brass candlestick (1 ep), a rusted saw, 419 cp, 282 sp, 23 ep, 133 gp, and 4 pp.

## AREA 222 – SQUARE ROOM

*This small room still bears the remnants of olive carpeting and a shattered table that must have once been fairly ornate. The area is now filled with heaps of old carpet bits and clothing that seem to be crude beds. Five hairy humanoids are here, resting.*

Four **bugbears** and a **bugbear chief** are quartered here as part of the guard of the Water Temple. They cannot hear fighting elsewhere and must be summoned to leave this area. Each wears a sleeveless over-shirt of green. All the bugbears know of the secret door in the passage to the west and reveal it if given sufficient reason to do so. Otherwise, it can be located with a successful DC 15 Wisdom (Perception) check.

The chief is secretly treating with the bugbears who serve the Air Temple (those in areas 223 through 226), because it and its fellows know of the offer regarding the trolls (areas 203, 218, and 219), and they plan to defect en masse to the Air Temple if the Water Temple should win the service of the troll chief. If the bugbear chief sees a party in the company of a troll, it executes the defection plan. Naturally, this whole affair is encouraged by Kelno (see area 225) who is promising more pay, more food, and less work. Characters entering without a proper escort are promptly attacked.

**Developments.** If adventurers attempt to parley with the bugbears, the chief will most certainly defect from the Water Temple if offered sufficient reward. This can be coins, other treasure, or spared lives. If paid at least 10 gp per day and fed well (they prefer fresh meat), they gladly fight at the side of the adventurers, but regardless after 1d4 days, they lose interest and turn on their "allies," seeking to slay and rob them before departing the Temple for greener pastures.

## AREA 222a – STAIRWAY

**DM Note:** This rarely used stairway leads directly to area 312 on Dungeon Level 3, a dangerous area. The DM should read that area description in chapter 11 before continuing.

An unlocked, normal door here leads to a small landing from which descends a dusty stairway leading down into darkness.

There is nothing here of value.

## AREA 223 – JUMBLED ROOM

This rectangular chamber contains many odds and ends of furniture, including three wooden chairs, two armchairs, a large table, two small tables, a desk, three couches, a cot, and countless cushions and pillows. Lounging here are six large humanoids clad in gray cloaks and kilts.

Six **bugbears** herein have accumulated these “treasures.” Each is clad in a gray kilt and cloak, the latter with a large, black circle sewn upon it to indicate the personal retinue of the Air Temple. The small barrel contains beer; the larger, water.

If attacked, they tip over the tables to form a barricade, gaining half cover (+2 bonus to both AC and Dexterity saving throws). Each bugbear has a pair of javelins to throw before closing to melee. If attacked from the west, they alert the occupants of area 224.

**Treasure.** In the lining of one of the upholstered chairs is a ring (700 gp), lost there long ago. It requires a successful DC 18 Intelligence (Investigation) check to find this lost treasure. Each bugbear carries 1d8 gp and 1d4 pp in a leather belt pouch.

**Development.** These bugbears readily receive the bugbears from the Water Temple, of course, if “those cowards” indicate their willingness to switch sides.

## AREA 224 – PLASTERED ROOM

This plastered, painted chamber was probably one of the many guest rooms of the Temple. It now holds a cot, two sofas, some cushions, a small table, and a battered cabinet. The carpeting on the floor is of a gray hue, indicating connection to the Air Temple. Four goblinoids clad in gray are here, brandishing glaives, and they are accompanied by two taller creatures with hyena-like features.

Four **bugbears**, the personal guards of the cleric Kelno (area 225), are on duty here. They have no shields, but each one wears a scale mail jack (AC 16), a gray kilt, and a cape. Each is armed with a glaive (+4 to hit, 13 [2d10 + 2] slashing damage) and a mace (+4 to hit, 9 [2d6 + 2] bludgeoning damage). They are accompanied by two **gnolls** who also wear gray kilts and capes, but over

chain mail jacks (AC 16). These creatures are tolerated well due to (a) Kelno’s demand that they be accepted, (b) their own toughness, and (c) their fast and accurate use of longbows. Each has 18 arrows and a longbow, to be used while trying to avoid close combat.

The bugbears hurl their maces (+4 to hit, range 20/60 ft., 4 [1d4 + 2] bludgeoning damage) at foes before closing for melee. The gnolls attempt to avoid close-quarters combat in any engagement if possible, preferring to pick off opponents with arrows. The gnolls are not terribly fond of their bugbear allies and think nothing of endangering them with a few errant arrow shots while firing into melee. The DM should consider using the “Hitting Cover” rule on page 252 of the *Dungeon Master’s Guide* to allow a gnoll’s errant shot the chance of hitting a bugbear.

Inside the cabinet are some old clothes, five wax candles, a quart of honey, and a handaxe. The small room to the south, the quarters of the gnolls, has nothing in it but two piles of old tapestries and rags (bedding) and four spears standing in a far corner.

**Treasure.** Each bugbear carries 1d6 sp, 1d6 ep, 1d6 gp, and 1d6 pp in a gut purse. Each gnoll carries 1d12 sp, 1d12 ep, and 1d12 gp.

## AREA 225 – GRIM CHAMBER

This entire spartan room is gray, including the carpeting, plaster, wall hangings, and furnishings. Lamps of grayish metal on a small table and a wall shelf dimly light the room. A pair of upholstered chairs are by the table. On the table are some pewter dishes and a plain crock half-filled with mead. The shelves hold some foodstuffs, a few scrolls and books, and several humanoid skulls. A narrow bed is in the northeast corner with a small stand beside it.

Pacing here is a bearded human, his furry brows pinched in anger. He wears chain mail beneath gray robes, and at his side hangs a huge mace with a head carved to resemble a snarling demon.

This is the residence of **Kelno the Prefect** (see appendix B), the only cleric remaining of the Air Temple. His apprentices have been slain by rival factions. He is bitter and full of great hatred for both the Fire and Water Temples.

In a fight, he prefers to use offensive spells such as *sacred flame* and *hold person*, reserving *silence* for enemy spellcasters. If pressed hard, Kelno casts *darkness* (from his



*spell scroll!*) to escape into the concealed passage to the east (area 209a), trying to reach corridor at area 209. If enemies are in pursuit, he flees down the staircase to the lower dungeon level and attempts to lose them there, for he knows portions of that area fairly well.

The scrolls and books are of little value. The wardrobe holds worthless garments and a cassock of silver cloth. It is worked with crystal beads and jet to form black circles with shining centers. This is the ceremonial robe of the high cleric of the Air Temple (1,500 gp).

**Secret Cache.** A drapery hides the exit to the east. The DM should treat this as a concealed door; it is discovered by anyone with a passive Perception score of 10 or higher or found automatically if any character moves the drape. Inside the area is a flowing fountain set into the wall, and the passage beyond is piled with arms and armor:

- Eleven suits of chain mail armor (bugbear-sized, worth 50 gp each to bugbears)
- Four battleaxes
- Two fauchard-forks\*
- Four glaive-guisarmes\*
- Seven maces

- Eight morningstars
- Five quivers (empty)
- Sixteen spears
- One greatsword

\* See appendix D for weapon details or simply treat as halberds.

Near this pile is a locked chest that's trapped with a poisoned needle. The trap can be detected with a successful DC 15 Intelligence (Investigation) check. The trap can be disabled with thieves' tools and a successful DC 15 Dexterity check. The lock can be picked with thieves' tools and a successful DC 12 Dexterity check; if the trap was not disabled and the result of this Dexterity check is 13 or lower, however, the trap is triggered when the chest opens. If the trap is triggered, a needle extends 3 inches straight out from the lock and strikes those within range for 1 piercing damage plus 11 (2d10) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. Inside the chest are only 176 sp, 28 ep, and 11 gp.

**Development.** Although Kelno carries a *dagger of venom*, he is saving it for either Alrrem (area 205c) or Belsornig (area 215). He bargains with anyone if he sees profit for himself and harm to these rivals. He has spent all his funds on hiring and bribing bugbears, for he hopes to amass a force sufficient to turn the tables on the other Temples, and he would be happy to add the adventurers to his list of (temporary) allies.

## AREA 226 – KITCHEN

*This place is dirty and full of litter, but has been used of late, it seems. Ashes are in both fireplaces on the west wall. The long trestles which run down the center of the room are filled with earthenware dishes and food scraps. Four barrels stand along the south wall. Some large, blackish sausages are strung over the ceiling arches. Heaps of old rags and skins are piled helter-skelter in all the corners; this place is apparently used as a camp as well as a mess hall. The pantry area to the northeast likewise shows evidence of use. The shelves are filled with unappetizing foodstuffs plus sacks of millet, beets, and meal.*

*Milling about here are a number of humanoids, both a number of larger ones dressed in gray cloaks and a few smaller creatures—goblins apparently—garbed in filthy, tan rags.*

Six **bugbears** are staying here, new recruits of the Air Temple. Kelno (see area 225) has them stay here in the kitchen where he feeds his troops, and he harangues them about overthrowing the enemies of Elemental Air Evil so his rivals won't learn about his added forces. If summoned, the bugbears gladly fight with their fellows against any opponents. Each has been given a gray cloak to wear over its hide armor.

Here also are four **goblins** kept as servants. They are quasi-slaves, though their masters have promised them a small share of the expected spoils, good fun torturing prisoners, and even a place in the fighting forces of the Air Temple.

Two barrels contain water, one beer, and one wine. The sausages and beets are the only food here palatable to humans and their ilk (and the origin of the sausages is somewhat dubious). No treasure is here other than that carried by the inhabitants.

**Treasure.** Each bugbear carries 1d6 cp, 1d6 sp, and 1d6 ep (most of the coins provided by Kelno). Each goblin has only 1d4 + 1 cp.

## AREA 227 – HALL OF TRIUMPHAL EVIL

**DM Note:** The runes of the permanent antipathy effect (found on the main Temple entrance in chapter 8, area 210, et al.) are here scribed on the steps to the north, 20 feet down from the main area. No creature of evil alignment can even enter this stairway; no one having failed a previous saving throw against this effect can descend the stairs more than 10 feet. Anyone succeeding on all previous saving throws against like dweomers must again save here (and again with disadvantage) or be blocked.

Furthermore, the same antipathy effect is placed on a pair of huge, bronze doors at the base of this staircase, which are triple-chained and triple-barred with silvered components. Those making it down the stairs and past the wards gain access to area 340 on Dungeon Level 3 (see chapter 11).

*This huge, echoing hall was evidently once the scene of great revels celebrating the triumphs of the Temple. The floor of the place is littered with skeletons, skulls, and bones of various humanoids. Here and there are parts of broken chairs, stools, tables, benches, sideboards, buffets, cabinets, and cases. Much of the wreckage has probably been carted off*

*for firewood. Tapestries and trophies remain on the walls in spots. The former show scenes of raiding, looting, pillaging, and rapine; trophies include mummified heads, torn battle standards, hides and skins, battered shields, sundered armor, and a broken longsword. Dozens of empty cressets and sconces line the walls. The broad steps in the middle of the north wall are of dull, black stone, and the descending stairway seems most depressing and horrible—though passable.*

Nothing here has any notable value. Characters making a successful DC 12 Intelligence (History) check recognize the standards of Veluna and Furyondy on some shields and bits of armor, though most of the items cannot be so identified.

## AREA 227a – STAIRWAY

The normal door on the south wall of the corridor bordering area 228 leads to a small, dusty alcove to the west of which descends a 10-foot-wide stairway leading to area 328a on Dungeon Level 3 (see chapter 11).

*An unlocked, normal door here leads to a small landing from which descends a dusty stairway leading down into darkness.*

There is nothing here of value.

## AREA 228 – PRISON ROOM

*An outsized table and two matching chairs stand to the northeast along the diagonal wall. A hairy humanoid is seated at the table, drinking from an earthenware tankard. A cask and several leather jacks are on the table, amongst small hunks of cheese and dried meat; some food scraps have fallen to the floor. Nearby is a barrel and a huge pot. Brackets line the walls, but only three contain torches, none lit. A great pile of hides and skins is in the southeast corner, perhaps a bed of sorts. Flopped on this crude bed is a massive humanoid with a huge club nearby.*

*Four bronze-bound, oaken doors, each with a heavy bar, padlock, and small barred port, mark the cells.*

The gaoler, an **ogre**, is dozing on his bedding in the southeast corner of this area. He needs 1 round to awaken and rise for a fight. His assistant, a **bugbear**, is sitting at a table along the diagonal wall (to the northeast), drinking beer to wash down his recent repast. Neither of these humanoids is aligned with any Elemental Temple; their orders come "from below" and are delivered by an ettin. The leaders of the various Temples know

this and are afraid to violate the neutrality of the place. Each Elemental Temple has a cell here to hold prisoners; that of the Earth (southwest) and Air (northwest) are empty. The cells of the Water Temple (area 228a) and Fire Temple (area 228b) hold prisoners.

The bugbear wears a chain shirt (AC 15). A “large dagger” at his belt is a +1 shortsword (+5 to hit, 10 [2d6 + 3] piercing damage), but he uses a flail (+4 to hit, 11 [2d8 + 2] bludgeoning damage) in combat. The ogre is unarmored (AC 10), has a Strength of 22 (+6), and uses a greatclub (+8 to hit, 15 [2d8 + 6] bludgeoning damage). The ogre carries the keys to the cells in areas 228a and 228b. The ogre and bugbear, fearful of failing their masters below, attack to kill.

The cask contains beer, the barrel is full of water, and the pot holds some sort of gruel of grain and vegetables.

**Treasure.** The bugbear has a purse with 18 sp, 4 gp, and 3 pp. The ogre carries 28 ep and 39 gp in his purse, along with the keys to the cells. One skin in the ogre’s bed-pile is a giant weasel pelt, worn and torn, but still worth 1,200 gp.

**Developments.** If a fight here lasts longer than 2 rounds, the prisoners in areas 228a and 228b cry for aid. If inspected, each cell is about 8 feet square; see below for further information. The prisoners of the Water Temple are planned for sacrifices to conjure up a major demon with which they may overcome all the other Elemental Temples once and for all. The prisoners of the Fire Temple are slated for death to gain the protection of a powerful efreeti, who may aid them against the Water Temple. Both groups will be very displeased (to say the least) if their captive sacrifices are freed.

## AREA 228a – CELL OF THE WATER TEMPLE

The door to this cell is locked. The door may be opened with the key the ogre carries, or the padlock can be picked with thieves’ tools and a successful DC 15 Dexterity check. If the door is opened, read the following:

*Beyond the door is a simple cell with hay thrown down on the stone floor. Four elves dressed in torn and dirty clothing are here.*

This cell holds four elves, two N **scouts** and two NG **nobles**. The nobles are the Countess Trillahi of Celene and her consort, Sir Juffer. None of the elves have any

equipment beyond the haggard clothing they wear. The Countess is a fighter/wizard, but has no spells prepared due to her ordeal. She also has a Dexterity of 18 (+4; AC 14 without armor). Sir Juffer is a ranger, but he, too, lacks any prepared spells. He has a Dexterity of 16 (+3; AC 13 without armor). Full statistics can be fleshed out by the DM if necessary, but the basic intent is for these elves to seek freedom (see “Developments” below.)

**Developments.** If freed, the captives ask to be shown the route out so they can immediately return to their homeland, but express great gratitude and promise rewards for their rescuers. Rescuers are asked for their names and places of residence. Each character will receive a reward of 100 pp some 1d4 + 4 weeks later. In addition, the leader of the rescuing party will receive a suit of size Medium *elven chain*, and the most gallant party member will be sent a ring crafted of unicorn horn and enchanted with a permanent magical sympathy effect from an *antipathy/sympathy* spell that affects unicorns only (save DC 15). If the wearer becomes evil or purposely harms any unicorn, the ring drops off unnoticed and is forever lost. All gifts are directed to individuals and are not meant for redistribution.

**Awarding Experience.** Each character should receive a 100 XP bonus for rescuing these elves.

## AREA 228b – CELL OF THE FIRE TEMPLE

The door to this cell is locked. The door may be opened with the key the ogre carries, or the padlock can be picked with thieves’ tools and a successful DC 15 Dexterity check. If the door is opened, read the following:

*This squalid cell is floored with damp hay. Three dispirited-looking men are imprisoned here. One of them, a man who stares defiantly through strands of hair, has a swollen jaw and blackened eye.*

This cell holds three male humans. One is a NE **bandit leader** (see appendix B) who was caught taking several gems and deserting, and so has been beaten and imprisoned to await sacrifice. The other two prisoners are merchants (treat as unarmed N **commoners**) from the Nulb area.

None of the captives have any equipment or treasure.

**Development.** The bandit leader gladly joins adventur-



ers in any endeavors that allow him to kill servants of the Fire Temple and bring him loot. He fights faithfully beside the adventurers provided he receives an equal share of spoils and is not mistreated, though he departs once the party leaves the Temple. The merchants are dispirited and desperate and swear to anything and gladly tell any lie to see their way safely to the surface, but they are unwilling to fight.

**Awarding Experience.** Each character should receive 50 XP for rescuing these prisoners.

## AREA 229 – STORAGE CHAMBER

*This place is filled with broken containers of all sorts. The littered mess on the floor shows that there has been some traffic fairly recently, probably to carry off any remaining foodstuffs.*

The floor is littered with flour, spilled grain, a few tiny bits of dried beef jerky, and ale splatters. No amount of searching here turns up anything of value.

## AREA 230 – GARBAGE ROOM

*This plastered and painted chamber, probably a secluded place for relaxation when the Temple was in its heyday,*

*is now filled with rubbish. The room is a heap of rotting, stinking garbage, offal, dung, and who knows what else; bones and skulls are visible here and there. Part of a bronze-bound coffer of some sort can be seen near the middle of a large pile of refuse in the center of the room.*

The secret door in the northwest corner of this room can be located with a successful DC 16 Wisdom (Perception) check.

An **otyugh** lurks here beneath the refuse, because the eating is good (with occasional fresh appetizers, when wandering creatures become too curious). It waits in the middle of the large, central pile and attacks if anyone goes beyond 5 feet of the entrance. Characters observing the pile and making a successful DC 15 Wisdom (Perception) check take notice of a tentacle tip, replete with eyes, peeking out from the far side of the refuse heap.

The bugbears to the north (areas 231 through 233) know of this monster and avoid it, having already lost one of their number to its appetite. Being a good garbage disposal as well, they do not wish to kill it.

**Treasure.** The coffer contains four tightly bound spell

scrolls with the following spells: *knock*, *magic missile*, *mirror image*, and *web*. Characters searching the ot-yugh's "nest" and making a successful DC 12 Wisdom (Perception) check find  $1d4 \times 10$  of each coin type (cp, sp, ep, gp, pp). In addition, if characters specify they are searching beneath the deepest (central) part of the nest and succeed the check by 3 or more, they also discover a gold platter (300 gp) and a platinum bracelet (1,000 gp) set with four opals (1,000 gp each). The bracelet is worth 5,000 gp if sold as a single piece.

## AREA 231 – ROOM OF THE ELEMENTS

*The walls of this small room are covered with scenes showing all four principles of Elemental Evil in their most horrible and disgusting forms. Some battered and torn furnishings also indicate that this place was probably once a sitting room or lounge for some high Temple official. The wall sconces are of bronze, as is the wall basin set in a hemispherical alcove in the east wall. A small table, two chairs, a couch, and a broken cabinet are also in the room. Standing guard here are four burly figures dressed in black armor.*

Four male **bugbears** are on guard here. Each bugbear wears black scale mail (AC 16), indicating that they are in service to the overall Temple (aloof from the individual Elemental factions and, therefore, the other bugbears in this dungeon level). Each bugbear carries a javelin to be hurled before melee.

At the time of the party's approach, a bugbear is usually watching through a small port in the north door. If the party is attempting to move stealthily, the DM should test the bugbear's passive Perception score versus the lead character's Stealth check to see if the intruders are noticed; a party that isn't stealthily approaching is spotted automatically. Assuming that a noticed party is approaching by way of the outer corridor, the bugbears then cannot be surprised.

**Treasure.** Each bugbear has 2d6 sp, 2d6 ep, and 2d6 gp.

**Development.** If the party is noticed but continues west, these guards alert those in area 232.

## AREA 232 – SALON

*This 30-foot-by-40-foot room was once quite splendid, if its wall hangings, carpet remnants, and battered furnishings are any gauge. Cressets and sconces of bronze line the*

*walls. Four small tables, six chairs, two couches, and two sideboards are here as well as several boxes and chests. A large, iron pot hangs from a bronze chain in the middle of the room (suspended from the place some filigreed lamp once hung) over a charcoal fire in a bronze bowl, its original purpose unknown. A number of black-garbed figures are here as well as a like number of goblinoids garbed in ruddy clothing.*

The secret door in the southern passage that connects to area 230 can be located with a successful DC 16 Wisdom (Perception) check.

Seven male **bugbears**, in service to the overall Temple and clad in black scale mail (AC 16), are quartered here. With them are six female **bugbears** who do not fight unless the males are obviously in trouble. The female bugbears lack shields (AC 14) and are armed only with battleaxes (+4 to hit, 11 [2d8 + 2] slashing damage, or 13 [2d10 + 2] slashing damage if used with two hands).

The boxes and chests hold only old clothing, food, and junk. The iron pot contains a stew of questionable composition. The door to the south leads into a 10-foot-by-20-foot room which is filled with various poor—but edible—foodstuffs, some meats and cheeses, and barrels of grain, flour, biscuits, beer, vinegar, wine, and salt.

**Treasure.** Each male bugbear carries 2d6 sp, 2d6 ep, and 2d6 gp. Their female companions have 2d6 sp and 1d6 ep each.

**Development.** All 13 bugbears lay an ambush if alerted by the guards in area 231 and summon those in 233 to help.

## AREA 233 – SIDE CHAMBER

*This 20-foot-square room shows signs of having been the sleeping chamber of some personage of importance. The walls are plastered and bear murals, albeit the plaster is now broken and stained and most of the painting is ruined. Rugs are still on the floor and a huge bed stands in the southwest corner. Another heap of bedding and pillows occupies the northwest corner. A cabinet stands beside the bed, along with a small table, a large wardrobe, and a brazier. Two lamps hang from ceiling chains and four sconces adorn the walls. Five large humanoids are here: two larger individuals wearing chain shirts and three somewhat smaller ones.*

The leader of the bugbears is a **bugbear chief** and his **bugbear sub-chief** (see appendix C), who occupy this

room with three female **bugbears**. All are clad in black. The bugbear chief wears chain mail but lacks a shield (AC 16). He is armed with a halberd (+4 to hit, 14 [2d10 + 3] slashing damage) and a javelin. The female bugbears lack shields (AC 14) and wield only battleaxes (+4 to hit, 11 [2d8 + 2] slashing damage, or 13 [2d10 + 2] slashing damage if used with two hands).

The chief and sub-chief confidently engage any intruders, even if outnumbered. They hurl their javelins before engaging with other weapons. The females are aggressive, and gladly fight with the males.

The wardrobe is stuffed with old clothing, some tapestries (one of which is worth 350 gp but requires a successful DC 15 Intelligence [Investigation] to discover), a sack of food, five bottles of wine, and miscellaneous junk.

**Treasure.** The largest male wears a gold chain from which descends a golden skull emblem (175 gp) and carries a pouch containing 23 gp, 15 pp, and six bits of turquoise (10 gp each). The sub-chief carries 19 sp, 5 ep, 14 go, and 3 pp. Each female bugbear has 1d6 cp, 1d6 sp, 1d6 ep, and 1d6 gp, with the largest also wearing a silver earring with a mounted jasper gem (100 gp).

## AREA 234 – STORAGE CHAMBER

*This oddly shaped chamber is crammed with containers of all sorts: large clay jars, boxes, barrels, crates, chests, sacks, casks, bales, bags, hampers, and others. Some are obviously broken or empty, but many seem full. Bales contain black cloth and some finished garments (cloaks, capes, kilts, etc.). Scores of arrows, bolts, javelins, spears, and several dozen hand weapons are in the narrow alcove to the northeast. At the south end of the place are boxes and several huge pottery jars, but near them are three humanoid skulls and a few bones.*

A **su-monster** (see appendix C) lairs here, living amidst the stone flying buttresses supporting the roof of this large room. It is near the south end and swings down to attack anyone who comes within 10 feet of the south wall. It can use its tail for support, granting it increased damage with its claws attack. It is a huge, old male (40 hit points) which recently migrated to this level from somewhere below, having escaped its captors who kept it chained as a guard beast. Its last kill was a goblin, before that a bugbear, and its first was a half-orc; only their unbroken skulls remain to tell the tale. The su-

monster has gone hungry for some time now, as the Temple servants enter in groups and with their weapons pointed upward. The creature has no treasure.

The alcove contains mundane supplies. The many containers hold basic foodstuffs: meal, grain, flour, salt, dried and salted meats, sausages, cheese, biscuits, nuts, dried fruit, wine, ale, beer, and others. The su-monster has yet to break into any of the containers, as it is used to hunting live prey.

## AREA 235 – SQUARE ROOM

*The door to this chamber is broken, sundered from its hinges and lying in pieces on the floor. The room beyond is in shambles—several parts of skeletons, broken furniture, and charred cloth and wood are strewn about. Shredded wall coverings also show signs of fire.*

Nothing here is hidden or of value.

## AREA 236 – CISTERNS CHAMBER

*This oddly shaped chamber is bisected by a curving wall of well-dressed, mortared stones. The wall is about 4 feet tall, and to the south side of it is water, high enough to almost flow over the top. Water trickles in from several places along the east, south, and west walls; overflow gravitates to floor drains even as you watch.*

Careful examination of the walls and floor within the cistern discovers that the stones are covered with some form of algae, apparently quite slimy and presumably slippery. The floor of the cistern immediately south of the retaining wall is 4 feet lower than that in the room and slopes down to the south about 2 feet for every 5 feet. Thus, at the far south end, the cistern is about 15 feet deep. The overflow drains carry the water to the dungeon level below.

Anyone trying to stand on the algae-covered cistern floor slips on the slimy growth unless a successful DC 18 Dexterity saving throw is made, and slides to the lowest part of the cistern, rapidly drowning unless rescued or light enough to float or swim.

**Treasure.** In that deepest portion of the cistern is a large, round, slime-covered object, which is a *+2 shield*. The shield can be found with a successful DC 13 Intelligence (Investigation) check.

**Developments.** The magical shield, if cleaned, is found to bear a coat of arms: a sable and a pair of antlers. This



shield was the original property of a member of the Knights of Veluna (a subset of the Knights of the Hart). If used openly in the city of Greyhawk, a group of well-armed Knights of the Hart seek out the individual within 2d4 weeks and demand to know where and how the shield was obtained. If a character reveals it was found within the Temple and readily returns it, the knights take the shield, offer their thanks, and ride away. If the holder of the shield is of good alignment and displays any holy symbols or insignia indicating that they revere Rao, St. Cuthbert, Mayaheine, or Heironorous, the knights also reveal that the shield was lost by a fighting cleric of the order (who worshiped Rao), and some 1d4 weeks later, the individual is again sought out by the knights, who reward him or her with a similar +2 shield. Additionally, this shield has a tiny Knights of Veluna coat of arms in the upper right-hand corner. In any future encounters with the Knights of the Hart, the shield-bearer and companions are treated with honor, and their attitude is shifted one step toward friendly. If the individual returning the shield is not a fighter or cleric, they instead receive *bracers of defense* bearing a similar miniature coat of arms.

## AREA 237 – STORAGE CHAMBER

*This place evidently once held many sorts of supplies; much of the foodstuffs are now scattered and ruined, rotting on the floor. Broken containers are tossed about, mixed with many bones.*

Nothing here is hidden or of value.

## AREA 238 – PADLOCKED DOOR

*This heavy, oaken door is secured by a large padlock, apparently used with some frequency as it seems well-oiled.*

**DM Note:** The padlock may be opened by brute force with a successful DC 20 Strength (Athletics) check, or it can be picked with thieves' tools and a successful DC 14 Dexterity check. If the party opens the door, read the following:

*The room beyond is some 20 feet square. Several large hampers stand along the south wall. Propped along the other walls and scattered around the floor are eight shields and many human-sized suits of armor.*

All the items herein have been taken from various intruders and dungeon adventurers and are in normal (fair to good) and functional condition. Some pieces are found to bear familiar smithy marks, personal identification labels (of victims now deceased and missing from their abodes in towns near and far), and other signs of previous care. In the hampers are the following:

- One suit of halfling-sized chain mail
- One suit of dwarf-sized plate armor
- Eight leather backpacks
- Fourteen flasks of holy water (full)
- Two bullseye lanterns
- Three hooded lanterns
- One set of thieves' tools
- Two wooden mallets
- Two leather map cases
- One silver mirror (25 gp)
- Four steel mirrors
- Seventeen sheets of parchment
- Eleven pouches
- Four 50-foot coils of rope
- Seven sacks
- Fifty-two iron spikes
- Six tinderboxes

## AREA 239 – STOREROOM

*This large chamber is evidently used for storing wood and lumber. Stacks of firewood stand near the entrance with planks and beams at the west end. Just inside the entry are several large, lumpy sacks.*

The wood is fairly new, and this place is in regular use. The sacks are filled with charcoal.

## AREA 240 – JUNK ROOM

**DM Note:** Any entry into this room is seen by a guard in area 241, who is watching through a slight tear in the hanging on the south wall.

*This place is filled with old furniture, mostly wardrobes, cabinets, armoires, and chests. Two chairs, a stool, a small table, and a couch are in the southeast corner. A shabby carpet is on the floor, and various types of hangings adorn the walls. The place is a hodgepodge of junk, obviously altered since the overthrow of the Temple.*

One of the hangings on the south wall conceals a door. If the hangings are closely examined or lifted, this concealed door to area 241 is automatically found.

Examination of the various chests, wardrobes, etc., reveals all sorts of clothing: merchants' garments, laborers' clothing, farmers' and seafarers' garb, scribes' robes, women's apparel, and even beggars' ragged wear; in addition, there are hats, cloaks, capes, robes, sandals, boots, shoes, and other items. It seems as if some madman has made an effort to collect clothing of all sorts and types, from the poorest sort to the finery of a noble or court fop.

**Treasure.** If care is taken in sorting, adventurers can fill three sacks with good garments, worth 500 gp per sack. However, 10 minutes of sorting is needed to fill each sack.

## AREA 241 – SIDE CHAMBER

A slightly torn drape hanging on the south wall of area 240 conceals a door to this area, which is pierced by a small window closed with an iron shutter. The door has no handle on the north side and is barred from the south. Opening the door requires forcing it with a successful DC 22 Strength (Athletics) check. Otherwise, a *knock* spell opens the bar and the door easily.

Behind this door, watching the junk room from his position on a stool, is a CE male human **guard**. The guard

post contains only a stool. The 10-foot-square cubicle of the watcher's position is separated from an inner chamber by a large, heavy drape.

In the inner chamber, the 10-foot-by-20-foot area west of the drape, are two chairs and a table, a barrel with 48 extra crossbow bolts, and a cask of water. Two torches burn in wall sconces, and a hooded lantern on the table is lit. Beside the lantern are three mugs and a jug of wine. Two other CE male human **guards** are there, quietly playing cards with weapons nearby while awaiting their turn at guard duty.

Each guard wears chain mail and carries a shield (AC 18) and is armed with a longsword (+3 to hit, 5 [1d8 + 1] slashing damage, or 6 [1d10 + 1] slashing damage if used with two hands) as well as a light crossbow (+3 to hit, range 80/320 ft., 5 [1d8 + 1] piercing damage) with 30 bolts.

While observing the junk room through a tear in the hanging, the first guard keeps a firm grip on a piece of twine, strung between his position and that of the two other guards currently relaxing in the inner chamber. If the watcher sees intruders, he pulls the twine, which causes a billet of wood to thump and alert them, its noise dampened by the drape between the areas.

If anyone approaches the concealed entrance, the guard fires a loaded crossbow through the window (gaining advantage on this first attack), slams the shutter closed, and retreats to the inner room. One guard alerts the other guards in area 242, and then all three guards prepare to fire crossbows at intruders breaking through the concealed door.

**Treasure.** Each guard carries 2d4 gp on their person.

**Developments.** If captured and questioned, the guards admit to being part of a raiding force which generally supplies and scouts for the Temple. They also escort captives to the Temple, and recruit others (all types of humanoids) to serve.

## AREA 242 – CROOKED CORRIDOR

*This passage is lined with double bunks, 10 in all. Each one has a straw mattress and two small boxes tucked underneath, head and foot. Three torches are mounted in wall sconces, but only the one on the south wall is lit.*

*A not-very-secret door is in the west wall at the bend in the corridor. Above it, positioned horizontally, is a large*

beam studded with sharp spikes. It seems to be fastened to a hinge at the west end, and supported by a cord at the east, which connects to a fastening on the door. None of the bunks block the door or stand below the beam. Five beds are occupied, though whether the figures are sleeping or merely resting is impossible to discern.

This area is a cramped barracks for 20 guards, quarters for those in area 241. Four **guards** are currently herein, along with their **guard leader** (see appendix B), a swordsman; the others are out on a raiding expedition. All are CE male humans clad in black, wearing chain mail, and carrying shields (AC 18). Each normal guard is armed with a longsword (+3 to hit, 5 [1d8 + 1] slashing damage, or 6 [1d10 + 1] slashing damage if used with two hands).

The spiked beam is a trap on the secret door leading to area 245. It can be disconnected with thieves' tools and a successful DC 15 Dexterity check. An attempt to disable it, if unsuccessful, inflicts 7 (2d6) points of bludgeoning damage to the person making the attempt, as the beam swings down and smashes the secret door open with a crash.

Many small but worthless items—such as clothing, footwear, sacks, rope, etc.—are under the bunks and in the boxes, but no treasure is here. The south torch is the one which, if pulled down, opens a 3-foot-wide, 4-foot-tall secret door leading to area 243. This can be found with a successful DC 15 Wisdom (Perception) check.

**Treasure.** Each guard carries 2d4 gp; the guard leader wears a gold chain (150 gp) set with a large jet gem (100 gp) and carries 27 gp in a belt pouch.

**Development.** If combat goes badly, the guard leader pulls the torch on the south wall and gets help through the secret door from the bandits in area 243, while stepping out of the fray himself. As he is rather arrogant, feeling his abilities to be equal to nearly any test, he does not get the bandits unless invaders are obviously winning.

## AREA 243 – RECTANGULAR CHAMBER

*This rectangular chamber is lit by four torches in wall sconces. This place contains a pair of beds, a trestle table, two benches, two chairs, a writing table, a wardrobe, and four stools. At the foot of each bed is a large chest. A small fire burns in the fireplace in the south wall, over which*

*part of a sheep is cooking on a spit. A flowing water fountain in the east wall spills into a basin below it. Rush mats cover the floor, and a few ragged tapestries adorn the walls. Two small kegs (of beer, by their aroma) are on the table; numerous drinking vessels and dishes are on wall shelves. A number of human men are here, some near the western doors and others seated about the place.*

Eight **bandits** (as detailed below) are here with two **bandit leaders** (see appendix B); all are NE humans. Their superiors are in the small, adjacent rooms (areas 243a and 243b). Four bandits in chain mail are seated at a central trestle table drinking beer, their shields set beside them. Two others in scale mail are lounging by the west doors, and two more in simple leather are seated on stools by the fireplace in the south wall, cradling their trusty crossbows. (They can fire quickly at intruders.) The leaders are at ease on their beds in the south corners of the room. Under duress, the leaders admit that their masters often use disguises to spy in Nulb, Hommlet, and other towns.

The four bandits at the table wear chain mail and carry shields (AC 18, speed 20 ft.). They wield longswords (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands).

The two bandits by the doors wear scale mail (AC 15) and wield halberds (+2 to hit, 5 [1d10] slashing damage).

The two bandits on the stools wear leather armor (AC 12) and wield shortswords (+3 to hit, 4 [1d6 + 1] piercing damage) and light crossbows (with a case of 20 bolts).

**Treasure.** Each bandit carries 2d4 gp. Each leader carries 1d10 + 20 gp.

**Development.** Noise of attack most certainly rouses the leaders from their private rooms. Commander Feldrin (see area 243a) fights along with his troops as long as they seem to have a good chance of winning, but he tries to escape if defeat seems imminent. However, Lieutenant Brunk (see area 243b), a half-orc, hates Feldrin and desires his command. If the commander is imperiled, Brunk does not aid him, and may actually assist in his demise if this can be accomplished without revealing his act to the troops.

## AREA 243a – COMMANDER’S QUARTERS

This small, 10-foot-square side room is lit by a hanging lamp of dull metal. It contains a bed, stand, chair, wardrobe, and chest. A small rug is on the floor near the bed. A cup, ewer, and box are on the stand. In the southwest corner is a black candelabrum with four unlit candles.

You are confronted by a grim-looking figure clad in ornate black leather armor and a cloak with red skulls worked on the chest and back. The man has jet-black hair, a well-waxed beard, and dark, narrow eyes. Around his neck hangs a silver necklace with a skull pendant.

**Commander Feldrin** (see appendix B) lives here. Horned, red skulls are worked on the chest and back of Feldrin’s *cloak of protection* and +1 *leather armor*, and he wears a similar symbol on a silver neck chain (30 gp). (The symbol is depicted on player handout 18.) His belt pouch is a *belt of holding* (see appendix D) containing 2d6 of each coin type.

The chest is locked and doubly trapped with a poisoned needle in the lock and poison gas inside. The needle trap can be found with a successful DC 14 Intelligence (Investigation) check, and the gas trap requires a successful DC 18 Intelligence (Investigation) check to discover. The traps can be disabled separately with thieves’ tools and a successful DC 15 Dexterity checks. The lock can be picked with thieves’ tools and a successful DC 12 Dexterity check. Unless the Dexterity check result is 14 or higher, however, it sets off the active trap(s) when the chest opens. If the first trap is triggered, a needle extends 3 inches straight out from the lock and strikes those within range for 1 piercing damage plus 9 (2d8) poison damage, and those so injured must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. If the second trap is triggered, a pin mechanism shatters a thin, ceramic container within, and poison gas immediately fills the entire room and persists for 1d3 hours; those exposed to the gas must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour.

**Treasure.** The chest contains clothing and the like, a sack (containing 74 gp and 112 pp), a silver bracelet set with much fine jade (1,700 gp), a small, lumpy velvet bag (which holds six zircons worth 50 gp each), two potion vials (*healing* and *invisibility*), and a bone scroll case (holding a *spell scroll of mislead*).

The lamp is unpolished silver (120 gp), and the rug is of fine craftsmanship (260 gp). The cup, ewer, and box are wrought gold worth 200 gp, 275 gp, and 150 gp, respectively; the last contains sweetmeats, while the others wine.

**Development.** If captured, Feldrin does not speak unless forced, but he might tell of the Greater Temple two levels below and the fearsome things therein. (He has been there only a few times and cannot guide adventurers beyond the stairs to Dungeon Level 3 located at area 227a.) He does speak of the rivalries of the various minor Temples, laughing at them, for he knows that there are ettins, demons, and other horrible creatures serving the Great Priests below. He will always attempt to bargain for his life or seek to escape (as opportunity presents).

## AREA 243b – LIEUTENANT’S QUARTERS

This small, square side room is dimly lit by a hanging lamp. A table and two stools are here as well as a crude pallet. The top of the table is littered with a pewter plate, scraps of food, and spilled ale. A standing keg and a wooden drinking mug sit in one corner. Sitting at the table is an imposing figure dressed in black leather, his black shield and longsword close at hand. The lean fellow is sharpening his weapon with a whetstone.

**Brunk** (see appendix B), a male half-orc assassin, dwells here. As noted under “Developments” in area 243, he hates Feldrin and covets his command. Brunk dresses in black leather armor and wears a short, black cape as well. His black shield, adorned with the device of the red, horned skull, is specially designed to hold six darts, each of which is treated with deadly poison. He tries to use his darts before engaging, and of course, uses his assassin skills if possible.

The keg holds somewhat stale ale, and all the furnishings are of average quality. The foodstuffs present tend to be of better quality than elsewhere on this level.

**Treasure.** Brunk wears a *ring of protection* and a gold earring (100 gp) inset with a tiny ruby (1,000 gp). His belt purse holds 8 ep and 16 gp.

**Developments.** Brunk knows little of the Greater Temple—only what Feldrin has told him. In case of attack, he alerts those in areas 243 or 244 (as appropriate) before emerging for battle.

## AREA 244 – LOUNGE

**DM Note:** Light in this room is not usually visible from the southern approach, as a heavy drape hangs inside the door. A peephole in the south door permits observation by the occupants. One of the human bandits herein is currently stationed at the peephole, and alerts the others if intruders are sighted.

*The plastered walls, paintings, wall hangings, two couches, and upholstered chairs in this room indicate that it was once a well-appointed place for important Temple guests. A heavy drape hangs on the eastern portion of the south wall. A brazier and pair of torches (in sconces) both light and warm the room. The 10-foot-square alcove to the north contains a pair of crude cots and a small table; the latter holds a flagon and several ceramic mugs. Five strong-looking men dressed in black are about the table, and they turn to face you.*

The guards in this room are loyal to Brunk, the half-orc bandit lieutenant (see area 243b). This detachment consists of four CE male **bandits** (two humans, two half-orcs) and one CE male half-orc **bandit leader** (see appendix B). Each is garbed in black, and the veteran also has a black cape.

The human bandits wield longswords (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands).

The half-orc bandits wear chain mail and carry shields (AC 18, speed 20 ft.) and wield longswords (+2 to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if wielded with two hands) and spears (+2 to hit, range 20/60 ft., 3 [1d6] piercing damage, or 4 [1d8] piercing damage if used with two hands).

The half-orc bandit leader wears plate armor and carries a shield (AC 20). He has a Strength of 17 (+3) and wields a battleaxe (+5 to hit, 7 [1d8 + 3] slashing damage, or 8 [1d10 + 3] slashing damage if used with two hands).

All three half-orcs also have the following:

- They have the skill Intimidation +2.
- They have darkvision out to a range of 60 feet.
- They speak Common and Orcish.
- They have these traits:

### Relentless Endurance (Recharges after a Long Rest):

When the half-orc is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

**Savage Attacks:** When the half-orc scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

In combat, the two half-orc bandits hurl their spears and then all four close for melee combat.

The two human bandits are scurvy knaves who prefer half-orc company to human. One of this pair always keeps watch at the peephole in the south door, as detailed earlier. The bandit leader of this detachment is fanatically loyal to Brunk (see area 243b) and will remain so whatever occurs. He does whatever Brunk wishes.

The drape covers the south door, so that light shows neither from the cracks nor the peephole. The flagon contains wine.

**Treasure.** Each human bandit carries 1d4 + 1 gp. Each half-orc bandit carries a coin purse containing 3 cp, 3 sp, 3 ep, 3 gp, and 1 pp. The bandit leader carries 31 gp and 4 pp and has a dagger with a tourmaline (175 gp) set in the pommel, which was given to him by Brunk.

## AREA 245 – RECEPTION HALL

*This 40-foot-by-50-foot chamber was evidently one in which new arrivals were hosted to the delights of the Temple, according to what the wall murals depict. A few pieces of battered furniture—couches, chairs, and stands—remain along the walls. In the center of the room is a shallow pool; its fountain is apparently clogged, and the decorative statue of a minotaur sitting on a throne is much dirtied. A greataxe rests on its lap. Several skeletons lie about the place and some odd skulls and bones as well—mostly human, but some other humanoids also. None of the many cressets and walls sconces are lit; no torches remain.*

The **minotaur** is alive. It wears gray leather armor and is dirtied to appear as if stone. Characters studying the “statue” within a 15-foot range and making a successful DC 10 Wisdom (Perception) check see through the deception, but it attacks during such an investigation. A passive Perception score of 15 or higher at a longer range also detects this as a living creature.

The minotaur particularly hates the bandits after it killed and ate one. Ever since, the bandits harass it, mostly with ranged attacks, and have tried to starve it,



despite the fact that it is here, guarding against intruders on instructions from Temple officials. It therefore charges whenever it sees black-clad intruders, even if it has little hope of prevailing. It otherwise attacks anyone approaching within 15 feet. It opens the encounter with a Charge, and then settles in for good, old-fashioned alternating greataxe and gore attacks.

**Treasure.** Hidden under the stone throne (easily found by checking) is a bag with 13 agates of various types (10 gp each) and a *scroll of protection* (elementals).

#### AREA 246 – CIRCULAR STAIRWAY

This alcove is at the base of a stairway which circles counterclockwise and upward, leading to area 153 (Dungeon Level 1 in chapter 9).

## CHAPTER ELEVEN

# The Temple of Elemental Evil

## Dungeon Level 3

**L**his level was designed to Zuggtmoy's specifications. When she reigned over the Temple, the northernmost portion of the area (areas 339-353) was for rewarding the "faithful," as well as for her personal pleasure. Worshipers could receive audience with their Mistress or Her ministers without being initiated into the secrets of the Greater Temple on the level below. Councils and similar matters were likewise conducted in these rooms and chambers. The southern portion of the level (the whole) housed Zuggtmoy's trusted servants and her "pets;" a few of the latter still remain.

When the Temple was overthrown, the magical sealing of the place (to imprison Zuggtmoy) also sealed off the northern portion of this dungeon level. The entire wall separating the northern and southern portions is thus magical, radiating a strong dweomer. It defies any attempts to pass through it, whether by physical or magical means (including even a *wish*). Similarly, the area cannot be examined by a *crystal ball* or other scrying, and cannot be penetrated by way of *teleport* or *dimension door*, planar travel (including ethereality), etc. In short, the area can be penetrated only by direct entrance through the sealed bronze gate (area 340), or by finding a Key in one of the Elemental Nodes (see chapter 13) which transfers the user to one of the Elemental symbols in area 339.

### WANDERING MONSTERS: DUNGEON LEVEL 3

D100	Encounter	# App	XP	Source	Notes
01-03	Black pudding	1	1,100	MM, p. 241	
04	Ettins	1d2	1,100	MM, p. 132	
05	Gargoyle	1	450	MM, p. 140	
06-07	Hill giants	1d2 + 1	1,800	MM, p. 155	
08-09	Ogres	1d4 + 4	450	MM, p. 237	
10-12	Trolls	1d2 + 1	1,800	MM, p. 291	
13-95	Odd noise	NA	NA	NA	See description
96-98	Zuggtmoy	1	Varies	Appendix A	See description
99-00	Zuggtmoy, with others	1+	Varies	Varies	See description

### GENERAL FEATURES

Dungeon Level 3 of the Temple of Elemental Evil is depicted on map 25.

For additional information on the features of this level, see chapter 8.

**Wandering Monsters.** The first time the characters enter a dungeon room that isn't otherwise occupied, check for a random encounter. Also check for a random encounter every 10 minutes the characters spend exploring the corridors of this level. If the party rests, check once per short rest and four times per long rest. Roll 1d100 to determine what is encountered or simply choose an entry from the table.

### BLACK PUDDING

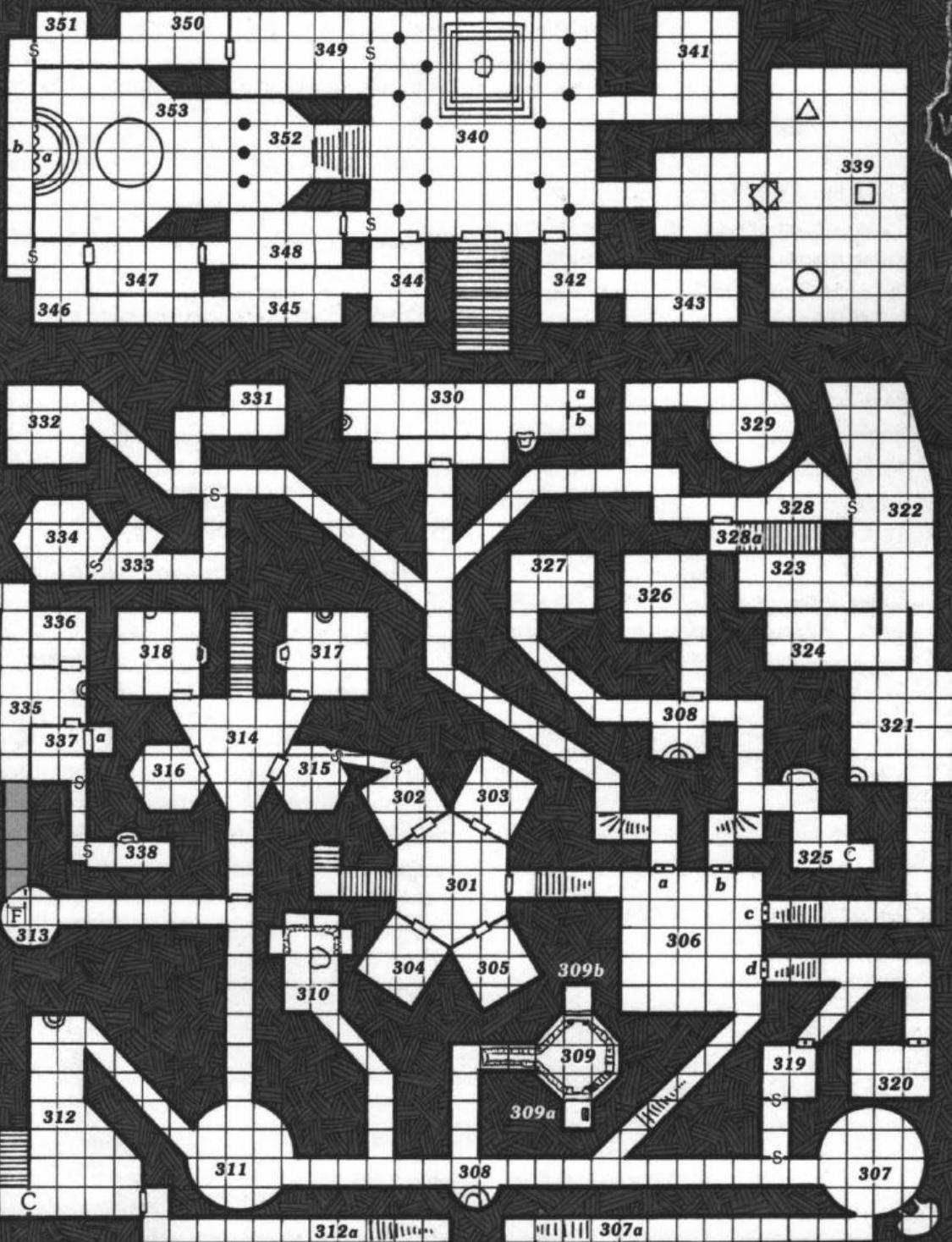
A **black pudding**, a beloved pet of Zuggtmoy, sweeps about the halls of this level. It tries to use its Amorphous trait to surprise the unwary.

### ETTINS

These **ettins** have been sent from the Fourth Level to find the hill giant that has not reported for duty in order to punish him. This monster is currently lairing in area 318, though the ettins do not know its whereabouts. They carry no treasure.

MAP 25  
DUNGEON LEVEL 3

□ = 10 FEET



## GARGOYLE

A lone **gargoyle** was sent by Lord Wizard Senshock (see area 404 in chapter 12) to gather a few magical ingredients from area 328. Unless it considers the odds well in its favor, it avoids the characters, and instead looks to report them to the ettin guard in area 306 before returning to the level below. It carries a wooden box (simple lid, no lock) that holds four silver ingots (200 gp each), a bottle of squid ink, a small bag of reddish salt, a handful of river stones, and a tied bundle of cockatrice tail feathers. The feathers are fresh; a creature carelessly touching them must make a DC 11 Constitution saving throw or be turned to stone (see *MM*, page 42)!

## HILL GIANTS

These **hill giants** are on routine guard patrol, but they are bored and one, who is nursing a bad hangover, is eager to pick a fight with someone weaker than him. He expected it to be a bugbear, but random adventurers will also serve the purpose. They are armed with spiked greatclubs (+8 to hit, 21 [3d10 + 5] piercing damage) and spears (+8 to hit, range 20/60 ft., 15 [3d6 + 5] piercing damage). They throw the huge spears before closing for melee, if possible. They carry no treasure.

## ODD NOISE

One or more characters hears a distant noise. Roll 1d4 and consult the table for the type of sound heard and its possible origin.

D4	Noise	Origin
1-2	Dripping sound	Water leaking down from somewhere above
3	Running footfalls	Guards running down an insubordinate bugbear
4	Anguished scream	Unknown

## OGRES

These **ogres** have heard of a wonderful haven (see area 318) where food and loot are plentiful, and work is scarce, but they have little idea where it is. They are walking the halls randomly but pretend to be on patrol if they encounter any giants or figures wearing clerical garb. Each one carries a sack with random odds and ends, including 3d6 ep and 2d6 gp.

## TROLLS

These **trolls** are patrolling the halls for intruders. One wears a gold ear hoop (100 gp).

## ZUGGTMOW

The demoness **Zuggtmoy** (see appendix A), newly freed, is moving about and assessing the current state of the Temple and the readiness of her forces. She is either alone (die roll 96-98) or traveling with a Temple detachment of one of the above groups (die roll 99-00). If the latter, roll 1d12 and consult the table again to determine who accompanies her. If she is alone and encounters anyone that doesn't seem to belong in the Temple dungeons, she seeks to immediately slay them. She is furious at her imprisonment, and happily inflicts as much pain on opponents as possible, reveling in their suffering. If she is accompanied by troops, she thirsts for revenge on the forces of Good and seeks to incapacitate foes and hurl them into the Nodes for her amusement (or simply to slay and eat them if worse comes to worst). Her guards fight to the death in her defense, fearing their punishment otherwise. Zuggtmoy's XP value varies depending on her degree of freedom; see area 353 for full details. Neither she nor her guards have treasure. (If Zuggtmoy has not been freed from her magical prison, ignore this result and roll on the table again.)

## SCALING THE ENCOUNTERS

The encounters presented on Dungeon Level 3 were designed for five to eight 4th- or 5th-level characters. For this conversion, they are presented as they occurred in the original text. Most parties of fifth edition characters range in size from four to six, and most will be all 4th- or 5th-level, assuming they proceeded from Dungeon Level 2 to Dungeon Level 3. Thus, the DM might want to adjust the challenge of several of the tougher encounters to bring them in line with modern standards. These include:

**Area 310.** Reduce the number of jackals to four; the rest are illusionary.

**Area 345.** Remove two helmed horrors.

**Area 349.** Halve the number of all creature types in this area.

## KEY TO DUNGEON LEVEL 3 (MAP 25)

### AREA 301 – DOMED HEXAGONAL CHAMBER

**DM Note:** The stairs to the west of this area lead up to area 210 on Dungeon Level 2 (see chapter 10).

*This large chamber appears empty and bare. The polished stones of its floor, walls, and vaulted ceiling are exceptionally smooth and closely fitted, and seem to be of remarkable hardness. Each sound—footfall or spoken word—echoes alarmingly in this place. Though two brackets for torches are mounted on each wall (flanking the doors), all are empty.*

**Development.** The guardians of this chamber, currently in the side rooms (areas 302 through 305), issue forth from their lairs to investigate any intruder noises.

### AREA 302 – GUARD POST

**DM Note:** Areas 302 through 305 are guard posts and essentially have the same description, with slight variations. The occupant of each similar area is a troll, as detailed below, which guards a key to one of the iron doors in area 306.

*This bare room reeks of troll. The floor is covered with a filthy litter of dung, bones, trash, and bits of cloth. An iron hook protrudes from the far wall, from which a large key depends. A huge, iron, eye bolt is sunk in the stone of this same wall, and from it runs a thick, 5-foot-long, iron chain, its end broken. A glint of metal can be seen through some of the rubbish on the floor. Standing in a far corner is a tall-but-hunched humanoid with green, warty skin.*

A **troll** lairs here, its sworn duty being to prevent intruders from passing through area 301. On the north wall is an iron key that opens door “a” in area 306.

The northwest wall has a secret door, found if a character searches the area and makes a successful DC 13 Wisdom (Perception) check. The secret door has a concealed ring on its interior side. From without, it swings inward when pressure is applied at the bottom of the panel. The 5-foot-wide passage connects areas 302 and 315.

**Treasure.** Scattered on the floor are 2d10 of each coin type (cp, sp, ep, gp, pp). Any character making a successful DC 10 Wisdom (Perception) check discovers 1d10 miscellaneous coins for each 10 minutes spent

searching, until all coins of each type are found.

**Developments.** The troll attacks any intruder not bearing the colors and identification symbols of the Greater Temple: black garb and golden skull or a grinning, horned skull or an eye of fire. A visitor with proper identification may demand passage; if so, the troll fetches its key, accompanies the visitor to the appropriate door in area 306, opens the door, and locks it after use. Having entered, a visitor may later exit by banging on the door and getting the attention of the ettin in that area, who then fetches the appropriate troll.

### AREA 303 – GUARD POST

*This area reeks horribly. The floor is covered with a filthy litter of dung, bones, and other assorted refuse. An iron hook protrudes from the far wall, from which a large key depends. A huge, iron, eye bolt is sunk in the stone of this same wall, and from it runs a thick, 5-foot-long, iron chain, its end broken. A lanky, green-skinned humanoid sits on the floor, rolling a skull between its hands. It turns to regard you, its eyes shining, black pinpricks.*

A **troll** lairs here, its sworn duty being to prevent intruders from passing through area 301. It attacks any intruder not bearing the colors and identification symbols of the Greater Temple. On the north wall is an iron key that opens door “b” in area 306.

The skull is that of a would-be thief. There is nothing here of value.

**Developments.** This troll behaves similar to its peers in areas 302, 304, and 305.

### AREA 304 – GUARD POST

*This bare room reeks of troll. The floor is covered with a filthy litter of dung, bones, trash, and bits of cloth. A large key is hanging from an iron hook set into the west wall. A huge, iron, eye bolt is sunk in the stone of this same wall, and from it runs a thick iron chain, its end broken. A glint of metal can be seen through some of the rubbish on the floor. Standing in a far corner is a tall humanoid with shiny, black eyes and green skin.*

A **troll** lairs here, guarding a key to area 306. On the west wall is an iron key that opens door “c” in area 306.

**Developments.** This troll behaves similar to its peers in areas 302, 303, and 305. However, it was once fed by clerics of the Air Temple, and so does not attack those

garbed accordingly—though it requests food from them (“Plenty of nice flesh!”) and does allow them passage through an iron door (in area 306).

## AREA 305 – GUARD POST

*This room is bare but filthy. A broken, iron chain hangs from the southernmost wall. On the west wall is a big, metal key hanging on an iron hook. A glint of coins can be seen through some of the rubbish on the floor. A loathsome, green humanoid is resting here, and quickly takes its feet.*

A **troll** lairs here, guarding a key to area 306. On the west wall is an iron key that opens door “d” in area 306.

**Treasure.** Scattered on the floor are 1d10 of each coin type (cp, sp, ep, gp, pp). Any character making a successful DC 10 Wisdom (Perception) check discovers 1d6 miscellaneous coins for each 10 minutes spent searching, until all coins of each type are found.

**Developments.** This troll behaves similar to his peers in areas 302, 303, and 304.

## AREA 306 – SQUARE CHAMBER

*The ceiling of this large, 50-foot-square chamber is at least 40 feet high. Over a great firepit (now cold) in the center of the room hang several large chains, one of which suspends a great, iron pot. Several eye bolts are set in the walls, with a 10-foot-long chain attached to each. Beside each door is an empty torch bracket. Each of the four iron doors leading out of the chamber—two on the north wall, two on the east—is secured by a large lock. A great heap of cloth, pillows, and skins lies in the southwest corner, with a tun, a barrel, and a sack nearby.*

An **ettin** dwells herein. It serves as an additional guard and beastkeeper. Although it hates the trolls in areas 302 through 305, they are too numerous for it to do much more than harass them occasionally. It carries a firepot on its belt, and its morningstar is oil-soaked, so the ettin can light it and threaten a troll or two when the opportunity arises. If used against the characters, after taking an action to light the club, a hit inflicts an additional 3 (1d6) fire damage on the ettin’s turn for the next 1d6 rounds.

The pot contains a scummy broth, the remains of the ettin’s last meal. The sack nearby is filled with dried, smoked meat—probably bugbear or ogre. Probably.

The keys to the locks are in areas 302 through 305, as

labeled in those area descriptions. The locks on the iron doors can be picked with thieves’ tools and a successful DC 16 Dexterity check, opened via a *knock* spell, or physically forced, though the last option requires 1d4 hours of grueling work, creates great amounts of noise, and attracts the attention of all creatures nearby.

**Treasure.** One giant weasel pelt in the bed-pile is worth 2,000 gp. A sack hanging from the ettin’s belt contains 157 gp; five azurites, six hematites, and seven tiger eyes (10 gp each); and a box of carved ivory (100 gp) in which are six blocks of *incense of meditation* (see appendix D).

## AREA 307 – GROTTO

**DM Note:** In the corridor to the west of this room is a secret door. If a character examines the wall and makes a successful DC 15 Wisdom (Perception) check, they discover a portion of the wall that opens outward. A very narrow, hand-carved tunnel leads to area 319.

*This circular chamber, some 40 feet in diameter and 40 feet high at the apex of its dome, is made to appear as if it were a natural setting (albeit bleak and disquieting). The walls are hewn to appear as boulders, and detritus is spread by the walls. Jagged rocks likewise protrude from the perimeter in a seemingly natural manner. Even in the relatively open center, the floor is uneven with cracks, ledges, and loose rock visible.*

*The whole area is dimly lit by a gray light with no apparent source, but nonetheless leaving pools of shadows near the walls. A cold, damp breeze moans and sighs throughout, and the air smells foul. A bone projects from a fissure to the east, and near it is a full skeleton clad in chain mail. A leering skull atop a low slab of rock to the northwest seems to taunt you.*

This entire area should be considered difficult terrain due to the uneven floor, cracks, and debris.

This is the domain of two **leucrottas** (see appendix C), previous pets of Zuggtmoy. Their den is the small cave to the southeast of the circular chamber. They are now cared for by the ettin (see area 306), but not nearly often enough to suit them. They are voracious and attack anyone foolish enough to enter their grotto. They use their Mimicry trait to confuse creatures before attacking.

**Treasure.** The skeleton near the grotto entrance is dwarfed, clad in +1 chain mail. At the bottom of a nearby



crack (3 feet deep and 6 inches wide), less than 2 feet from the skeleton's right hand, is a +1 handaxe. A backpack under the skeleton contains typical adventuring equipment and affixed to a belt are eight flasks of holy water. In the den is another dwarven skeleton, but this one is scattered in many pieces. Mixed with the bones are five +3 crossbow bolts, a broken light crossbow, a broken shield, tattered chain mail, an intact shortsword, and a *belt of holding* (see appendix D). One pocket on the magical belt holds three 100 gp gems (an amethyst and two pearls); the other pockets are empty.

**Development.** If an intruder to this chamber is a demon or some other monster obviously involved with the Greater Temple (Dungeon Level 4), or bears a black scarab inscribed with the letters "TZGY" (see player handout 16), then these creatures show respect and hold their deception and attack.

### AREA 307a – STAIRS

The exit south from the leucrotta lair opens into a 10-foot-wide corridor leading west, which ends in a set of stairs. The stairs descend 20 feet and turn northward, continuing down to area 401 on Dungeon Level 4 (see chapter 12).

### AREA 308 – FOUNTAIN

*Horrid faces, carved from the same rock as the passage, snarl and vomit forth thin streams of water which are caught in a mult-tiered basin. The liquid has an evil smell, and the basin has become lined with some sort of aquatic growth. However, the water is probably drinkable.*

The water has a strong sulfurous taste but is potable.

### AREA 309 – BRONZE PIT

*The corridor, thus far unremarkable, suddenly drops off. You stand at the brink of an area of 16-foot depth, its sides and floor sheathed in smooth, highly polished bronze. The corridor continues east 20 feet, opening into a chamber likewise adorned. Further progress is possible by using narrow ledges along the north and south walls of this corridor, each being a mere 6 inches wide—or, of course, you may climb down into or traverse the depression by magical means. A few scraps of trash litter the floor—a bit of cloth, a small bone, and possibly a broken dagger. Your lights reflect well from the mirror-like sheets of bronze.*

If the corridor ceiling is examined or approached, use the following description:

*Some sort of metal gridwork is pressed against the stone overhead. From a point 10 feet west of the room, it extends east into it, being about 35 feet long and 5 feet wide; it is affixed to the northern half of the corridor ceiling. The grillwork consists of three long, bronze rods latticed by slightly smaller rods at intervals of 18 inches or thereabouts. A heavy, bronze chain hangs from its east end, in the room, down to a point 10 feet above the floor.*

The gridwork above is a ladder which can be pulled down by 250 or more pounds of weight. The west end remains fixed to the roof of the passage, as the east end swings down into the pit (working rather as a modern fire escape ladder). Note that users must keep hold of it or weight it, else it swings back up into storage position. If used, the noise as it hits the floor brings the occupant of the place (in area 309a) rushing forth at full speed!

Read or paraphrase the following if the main chamber is entered:

*The chamber is octagonal; its sides and floor are still sheathed in polished bronze. The 6-inch-wide ledge extends around it at the height of the entry corridor, 16 feet above the floor. In the ceiling, which is cleanly cut from the surrounding rock, are eight holes, each about 2 inches across, placed to form a circle in the center of the ceiling above the chamber. Two arched portals near the floor are visible in the north and south walls, each being 6 feet wide and 9 feet tall.*

All the bronze is magical, enchanted to prevent the area's occupant (see area 309a) from burrowing out. The holes in the ceiling are the only remnants of an earlier plan to construct a hanging observation gallery, never completed; Zuggtmoy simply walked along the ceiling to view the specimen, and others were uninterested.

**Developments.** Noise herein does not attract the occupant of area 309a unless intruders are on or near the floor of the area. The creature uses this ladder to escape if possible.

### AREA 309a – SOUTH CUBICLE

*Through the south archway is a 10-foot-square cubicle. Its floor is covered with piles of cloth, skins, hides, and furs, creating a nest-like area in the center. A small basin of water on the east wall is fed by a small, bronze, gargoyle face which spits liquid into the bowl, where a small drain takes away the excess.*

This is the current lair of an **umber hulk**, who alternates its habitat between this and the northern cubicle (area 309b). It is occasionally fed by the ettin (area 306).

**Treasure.** If 30 minutes are spent searching this room with a successful DC 15 Wisdom (Perception) check, a pair of *boots of elvenkind* is found. These do not resize magically; they fit any humanoid of Small size only, such as a gnome or a halfling.

**Development.** If presented with the opportunity, the umber hulk climbs the ladder in area 309 in preference to attacking intruders, as this is its most likely means of escape. Once away from this area, it seeks to devour one Medium-sized victim, and then wantonly kills 2d4 others to satisfy its long-pent rage at its captivity, before digging its way out of the dungeons.

### AREA 309b – NORTH CUBICLE

*Through the north archway is a 10-foot cubicle. Its floor is a litter of bones, shredded cloth and leather, broken weapons, bits of rope, and other items. The room is foul and stinks. Scattered amidst the mess are a few coins of various types.*

This cubicle is a sometimes-lair of the umber hulk in area 309a. If not encountered in that location, it is resting here.

**Treasure.** Herein are a leather wand case containing a *wand of lightning bolts*, a pouch containing five pieces of jewelry (each worth  $3d6 \times 100$  gp), and an alabaster flask (25 gp) filled with perfume (a very rare sort worth 1,400 gp). Scattered about are  $5d6 \times 10$  cp,  $3d4 \times 10$  sp,  $2d4 \times 10$  ep,  $1d6 \times 10$  gp, and  $5d10$  pp. If, and only if, all the coins are dug out of the trash, involving 30 minutes of work,  $3d4$  gems (50 gp each) can also be found.

### AREA 310 – SUNLIT ROOM

As the party turns the corner and reaches the northwest passage leading to this area, read the following:

*As soon as you turn the bend in the passage, you see what appears to be a sunlit area to the northwest. The corridor is only dimly illuminated at the bend, due to a shimmering haze, but the light grows brighter toward the area ahead.*

**DM Note:** Most of this area radiates magic. Provide the following additional description as the entrance of the room is reached:

*Just before entering the place, you see small, dim shapes moving about. Though the haze distorts them, they appear to be giant rats and foxes. The area is a 20-foot-by-30-foot room, and the ceiling (if there is one) is impossible to see due to the bright light. Blue sky and a hot sun seem to be overhead, but the sky appears close—only 20 feet up, or thereabouts.*

*In each of four alcoves in the northern portion of the chamber (two in the north wall, one to either side, and all about 10 feet above the floor) sits a harpy, gazing with evident pleasure at the scene below. Centered below is a raised slab of rock, upon which are chained a man and a woman. Swarming around this table-like slab are a score of jackals and twice as many giant rats. All are attempting to clamber up to devour the victims, but the rock is quite smooth and evidently slippery, for only rarely does one of the beasts manage to leap up and attack. The chains have sufficient slack to enable the prisoners to defend themselves slightly; thus, when bitten, a victim can move away or lash out. Each prisoner has a few bites evident, but more often than not, they strike the attacking beast off the rock.*

*To tantalize the captives, several items lay atop the slab just out of their reach: a large ring with a key in it, a dagger, a longsword, and a rod of some sort. As you observe this tableau, the prisoners notice your presence and cry out for aid! The rats, foxes, and jackals take no notice, but the harpies look up, notice you, and open their mouths.*

The four harpies are actually **gargoyles**, and the two prisoners are actually **jackalweres**. The rats and foxes are illusory, but the **jackals** (20 in number) and items are real. The deceptions are from a permanent illusion, other elements of which are the captives' wounds and chains. A few jackals were waiting at the bend in the passage and ran back when intruders were sighted to warn their masters, the jackalweres, of the approaching food...

The initial attack by the gargoyles is prefaced by their squawking, slightly similar but in no way as effective as that of real harpies. As these monsters squawk and fly in to attack, the normal jackals also turn to devour intruders. While these attacks occur, the jackalweres (still playing prisoner) use their Sleep Gaze to disable intruders. This attack can be discerned with a successful DC 14 Wisdom (Perception) check. If this is noticed or if the gargoyles start losing the fight, the jackalweres "break" their illusory chains, grab their very real weapons, and move in for the attack while exclaiming their intent to aid the party. The male uses the longsword (+2

to hit, 4 [1d8] slashing damage, or 5 [1d10] slashing damage if used with two hands) and the female uses the mace (which appeared to be a rod; +2 to hit, 3 [1d6] bludgeoning damage) or the dagger (+4 to hit, range 20/60 ft., 4 [1d4 + 2] piercing damage). If grappled or restrained, they drop their weapons and shift to hybrid form, resorting to bite attacks.

**Treasure.** In a concealed space under the rock slab are the monsters' treasures garnered from victims, since Zuggtmoy no longer takes such from them. It requires a successful DC 13 Intelligence (Investigation) check to locate the compartment. The loot includes 104 cp, 171 sp, 223 ep, 410 gp, 67 pp, nine 100 gp gems (a collection of beryl, jade, and coral), a gold bracer (400 gp), an electrum ring set with jet (550 gp), a potion of resistance (fire), and four spell scrolls (*blur*, *levitate*, *slow*, and *spider climb*).

## AREA 311 – CHAMBER OF STATUES

*This circular chamber, some 40 feet in diameter, is lit by four weirdly glowing, globular cressets of ancient bronze. The light reveals nine monstrous statues, whose stony visages are still sufficient to strike fear into the heart. Beyond a smallish blue dragon is a beholder; a fire giant, manticore, and medusa seem to stand in frozen conversation; and off to one side are a mummy, an oni, a wight, and a rakshasa.*

The lights are four **will-o'-wisps**, shedding a dim, violet radiance. They wait until the characters' attention is concentrated on the statues (and the items they have, and the implied threats; see below). At that time, the will-o'-wisps slowly glide forward, cleverly dimming their lights so that shadows and light intensity do not betray their movement, and suddenly attack in concert. If two are slain, the others flee.

If any statues are more closely examined, refer to the relevant descriptions below.

**Beholder.** *This statue seems to gaze fixedly upon a scroll tube lying before it.*

The metal tube is protected by a *glyph of warding* that activates when the scroll is touched. If triggered, each creature in the 20-foot-radius area of effect must make a successful DC 14 Dexterity saving throw or suffer 22 (5d8) fire damage. A successful save results in half as much damage. The metal tube contains a *scroll of protection* (fey). If the glyph is triggered, the magical scroll is shielded by the metal tube and not damaged.



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**Dragon.** From the head formation, this must be a blue dragon. It seems to be admiring a copper-bound box which is filled with gems.

The box is 2 feet wide and tall, and 3 feet long. It contains 200 quartz gems (with a base value 1 gp each; if cut by gemcutter, the value increases to 10 gp each). The box itself is magical with invisible runes scribed upon its front; if dispelled, these reveal four command words. The first ("shrazen") shrinks the box to 1/12 its normal size, with all contents likewise becoming minute. The weight of the shrunken chest, empty or filled, is 30 pounds. The second word ("secris") causes the chest (if normal-sized) to function as one upon which a *Leomund's secret chest* spell has been placed (but with no smaller replica necessary!). The third word ("fulum") causes the box to return to full size or normal place, as applicable. The fourth word ("gidando") causes growth to quadruple dimensions, with sides, top, and bottom of 1-foot thickness, huge copper bands, and a weight of 1,200 pounds.

**Fire Giant.** The mighty, right hand of this statue bears a spear, held like a dart.

This is a cursed *backbiter spear* (see appendix D).

**Manticore.** This stone monster appears to be poised over a crossbow.

This is a *crossbow of speed* (see appendix D), but its string is missing. It will not fire until a new one that has had a *magic weapon* spell placed upon it is added, or until a string from another magical crossbow is attached. Furthermore, the new string will break if a natural 1 is rolled when making an attack to fire a bolt.

**Medusa.** This figure wears a velvety cloak of deep black.

This is a *cloak of poisonousness* (see appendix D), which can be handled safely but, when donned, instantly curses the wearer.

**Mummy.** This detailed sculpture holds a staff in one hand and a ceramic bottle in the other.

The former item is a normal quarterstaff upon which a *glyph of warding* has been placed. If triggered, it releases a *blindness/deafness* spell on whoever triggered the glyph. The target must make a successful DC 14 Constitution saving throw or become blinded for 1 minute. The bottle holds a pint of strong acid. This double-sized flask can be thrown like a grenade-like weapon; a hit causes 4d6 acid damage.

**Oni.** This statue is adorned with a silver chain around its neck, from which depends a silver globe with the face, in bas-relief, of the *Man in the Moon*.

The necklace is magical. It holds and keeps permanent (until used) a pebble similar to a sling stone that when detached and hurled to a range of 40 feet acts as an *Otiluke's freezing sphere* spell.

**Rakshasa.** One of the stony digits of this horrid statue is circled by a golden ring.

This is a special type of *ring of delusion* (see appendix D) which actually performs as a *ring of X-ray vision* for 1 hour before becoming absolutely false and useless.

**Wight.** This stone figure crouches before a silver urn, perhaps some form of funerary vessel.

The ancient urn is platinum and worth 20,000 gp. If a character carefully examines the urn with a successful DC 15 Dexterity check and makes a successful DC 15 Wisdom (Perception) check, they notice the fine powder within. Failure on the Dexterity check indicates the fine, magical powder, *dust of sneezing and choking*, puffs out (see the *DMG*, pp. 166-167). None of the dust can be recovered or saved for later use if it is so spilled.

## AREA 312 – EARTH-FLOORED AREA

The whole floor of this chamber is covered with a noisome earth, soil that contains much manure and other rotting things. From this sickening humus spring numerous, thin-stalked, fungal growths. Thicker ones bearing strange caps, spongy-looking growths, and various shelf fungi and tumorous spherical blobs grow from niches and shelves placed along the walls. These latter growths as well as a few of those growing from the floor give off a ghostly, phosphorescent illumination.

As you set foot in the place, you hear a female voice call out a warning: "Stand still! Some of the fungi are dangerous. I know the path and will come to guide you." You see a comely head moving this way and that through the huge fungi, evidently following a winding course through the growths.

The soil and fungal garden are all real, although the weirdness of the place is augmented by a *major image* spell cast by the room's occupant. The door at the southwest corner is concealed by fungal growth and requires a successful DC 12 Wisdom (Perception) check to notice. Beyond is a landing that leads to stairs ascending to area 222a on Dungeon Level 2 (see chapter

10). The door in the southeast corner of the room can be seen easily.

A **lamia** in this area tends the “garden,” awaiting Zuggtmoy’s return. She is using *disguise self* to appear as a delicate, female human with pale skin wearing a gossamer dress. She wears *bracers of defense* (AC 15) and carries a +1 *shortsword* (+6 to hit, 7 [1d6 + 4] piercing damage).

While at a distance, the lamia first casts a *charm person* spell at the most powerful-looking character. Before checking its success, she then uses *suggestion* on another character, saying that some fungi cause insanity, and the target must aid in restraining any character who insanely attacks others. The lamia then advances under her guise while asking the (hopefully) charmed victim to turn and check the other characters for insanity.

She then attacks with her +1 *shortsword* and *Intoxicating Touch*, engaging two different opponents if possible. She does not attack the victims of her *charm person* and *suggestion* spells if they seem to have succumbed to the enchantments. She focuses her touch attack on one strong-looking opponent, followed by *suggestion*, if possible, and urges the victim to turn and aid her in attacking the others “who are obviously insane, from the fungi.”

**Treasure.** The lamia wears a gold necklace (1,000 gp) set with five star rubies (1,000 gp each). Characters making a successful DC 14 Wisdom (Perception) check or magically examining the lamia discover the pair of *bracers of defense* worn on her longhaired legs.

**Developments.** If reduced to 15 hit points or fewer, the lamia flees into the maze of fungi. She then casts a *mirror image* spell and immediately returns to the fray.

### AREA 312a – STAIRS

The exit at the southeast corner of the lamia chamber opens into a 10-foot-wide corridor, jogging south and continuing east, which ends in a set of stairs. The stairs descend 20 feet and turn northward, continuing down to area 401 on Dungeon Level 4 (see chapter 12).

### AREA 313 – CIRCULAR SHAFT

*This area appears little used. The floor is covered with dried husks, castings, and other less definable litter. Heavy webs mask the ceiling, but they are at least 20 feet up, so it must be some distance beyond. The dust and dirt collected on the strands of spider silk show that the monster which made*

*them is probably no longer here.*

The trapdoor in the western part of the floor is hidden well and requires a successful DC 16 Wisdom (Perception) check to discover. A small flagstone must be lifted to reveal the door’s opening ring. Steep steps lead down to a passage, the floor of which is about 15 feet below that of this chamber. The steps are worn and relatively clean. A small twig broom lies at the bottom of the steps, used to maintain the trapdoor’s obscurity.

The passage below heads north to area 335.

### AREA 314 – CHAMBER OF EYES

**DM Note:** For every 10 minutes that the party spends in here, there is a 50% chance that an inhabitant of a connecting room (315 through 318) enters. The DM should use 1d4 to randomly determine from which room the monster emerges.

*The plastered walls of this triangular room are covered with paintings of eyes and the symbol of the Eye of Fire, an equilateral triangle with a “Y” shape within, the branches at the base corners and the stem meeting the apex. The eyes are of all sorts—human and monstrous, blind-looking, multifaceted, and of various colors—and all seem to stare in hatred, hunger, or fright.*

*The chamber has seen rather rough use of late, for there are piles of rubbish scattered about, gnawed bones, and signs of a large fire apparently frequently burned in the middle of the floor. Just 10 feet south of the steps to the north is a large, brass gong, suspended from a hornwood frame. Two smoky cressets burn on the east and west walls, about midway between each pair of doors.*

The stairs to the north lead upwards to area 209a on Dungeon Level 2 (see chapter 10). The gong can be rung by striking it with any blunt weapon or similar object. The sound will arouse all those nearby (areas 315 through 318), who arrive 1d4 rounds later.

### AREA 315 – HEXAGONAL CHAMBER

*Empty torch brackets are affixed to the walls of this hexagonal chamber. The stone here is of dull ochre. The ceiling arches to a height of about 25 feet in the center. A large, iron brazier stands in the center of the room and a crude table is by the south wall. Six heaps of old cloth (rugs, tapestries, clothing, and badly cured animal skins) lie on the floor. Six burly humanoids are here, tussling and engaging in conversation around the table.*

Six **bugbears** are quartered herein. Originally, they and their captain were to patrol for intruders and keep the fighting between the factions to a minimum, preventing the destruction of the real strength of the whole Elemental Evil effort. They are thus dressed in black. They are now simply staying here, keeping out of sight and "dogging it" (so to speak).

On the northeastern wall of this room is a secret door that consists of a moving panel that swings silently inward when pressure is applied at the bottom of the panel. The secret door has a concealed ring on its interior side. This portal is found if a character examines the area and makes a successful DC 15 Wisdom (Perception) check. The bugbears do not know of the existence of the secret passage which leads to area 302.

**Treasure.** Each bugbear has a small bag of unappetizing foodstuffs and miscellaneous junk along with 5d6 ep, 4d4 gp, and 2d4 pp.

**Development.** If the bugbears discover intruders or are attacked, they shout to alert their fellows (in areas 316 through 318) or strike the warning gong, whichever is more easily accomplished.

## AREA 316 – HEXAGONAL CHAMBER

*Empty torch brackets are affixed to the walls of this hexagonal chamber. The stone here is of mottled rust and moss-green hue. The ceiling arches to a height of about 25 feet in the center. A large, iron brazier stands in the center of the room, and a crude table is by the south wall with a cabinet nearby. Two heaps of pillows, cushions, and old cloth lie on the floor. Lounging on the bedding are two large, hairy humanoids.*

Two **bugbear chiefs** (the leaders of those in area 315) live here. Each is likewise clad in black. In the event of trouble, these monsters rely on their own forces, not calling on those in nearby rooms. They flee any unfavorable encounter if possible.

The cabinet holds some smoked meat, cheese, several bottles of wine, and eight battered, silver plates (25 gp each). The pile of cloth is a worthless heap of torn tapestries, worn carpets, and burlap.

**Treasure.** Each bugbear chief carries 10 ep, 20 gp, and 10 pp, and wears a gold ring set with a bloodstone (a symbol they recognize as direct authority over them by order of Zuggtmoy herself) worth 50 gp. The larger wears an electrum armlet (30 gp) and a silver belt buckle (15 gp). The other wears a gold earring in one nostril (20 gp).

## AREA 317 – PLEASURE CHAMBER

*The walls of this colorful, 30-foot-square room are covered with mosaics depicting all sorts of weird and depraved scenes. The floor is a mosaic of like scenes. A few pieces of broken furniture are stacked near the fireplace in the west wall. Two heaps of rugs, skins, etc., are by the east wall with two more near the southeast corner. Between them is a large barrel. Two small pots stand near the fireplace, and a large kettle is suspended over the dead ashes. Two unlit cressets are on every wall save the west; there are six in all. Four huge brutes clad in soiled hides are here.*

Four **ogres** use this room as a lair. They were originally sent to find out what the bugbears were doing; when they found them (and their master in area 318), they decided to stay, liking the ease and the promise of lots of food and treasure. The former has been lacking, of late; they are hungry. They fight normally, and the weakest of the four is an **ogre shaman** (see appendix C). It is armed with a +2 javelin (+7 to hit, range 30/120 ft., 12 [2d6 + 5] piercing damage) and five normal javelins (+5 to hit, range 30/120 ft., 10 [2d6 + 3] piercing damage).

The ogres enjoy their newfound life of leisure and attack all intruders. Those clad in all black are vigorously attacked, as the ogres assume those so attired have come to punish them. In a fight, the ogre shaman (who has the begrudging respect of its peers) targets obvious spellcasters with its *silence* spell, and then retreats to the rear to cast *spiritual weapon* before throwing javelins (starting with its enchanted weapon first), while its allies do the real fighting. It reserves *inflict wounds* for melee.

**Treasure.** Each ogre has a large belt pouch containing 1d8 × 10 gp and 1d6 × 10 pp; the largest also has three carnelians (50 gp each) hidden inside its hide jack, which can be found with a successful DC 11 Intelligence (Investigation) check.

## AREA 318 – PLEASURE CHAMBER

*The walls and floor of this square room are illustrated with a variety of vile scenes, many prominently featuring monstrous fungi. Two broken, legless tables have been laid across one another in one corner and covered with a blanket and a few cloaks to make a crude bed of sorts. Nearby, scraps of food litter the floor. A giant clad in black fur stands here, watching a dire wolf lap blood and scraps from the floor.*

Scorpp, a **hill giant**, dwells herein with his pet **worg**, Splot. The giant is a bit smarter (Intelligence 9 [-1])

than most of his kind. He is smart enough to know that he has discovered a way to live in ease with slaves (the bugbears and ogres) serving his whims, but not bright enough to understand the consequences of his rebellion. He thinks of himself as King in this area, and the ogres and bugbears are seen as his "loyal subjects" (slaves). He demands that half of the food and treasure taken be given to him.

Scorpp has no intention of returning to the Greater Temple below, liking the freedom and position he has found here. He will fight any intruder, regardless of their appearance—but black-garbed enemies ensure his absolute resistance, for he sees such as former superiors coming to punish him for his failure to return.

The room description is the same as that for area 317, except that strange fungal growths are also shown in the obscene mosaics. The room contains one large heap of bedding, an iron chest with a huge padlock, and a thick, rancid stew in the kettle in the fireplace. Scorpp has the key to the chest in his boot, or it can be picked with thieves' tools and a successful DC 13 Dexterity check. Scorpp keeps two boulders nearby for use in ranged attacks prior to melee.

**Treasure.** Scorpp wears a black bearskin pinned at the shoulder by a silver skull clasp (50 gp). The chest contains 622 ep, 2,783 gp, 17 gems worth 10 gp each (nine agates, four tiger eyes, and four bits of turquoise), and a *potion of fire breath*.

**Developments.** If combat goes poorly for Scorpp (i.e., he is reduced to 25 hit points or fewer), he asks for quarter, offering to serve the opponents if his life is spared. He will, of course, seek to escape or kill his captors as opportunity permits. He knows the way to the Greater Temple and can estimate the number of bugbears ("more than fingers 'n' toes"), ogres ("many"), hill giants ("lots"), and ettins ("couple-tree o' dem") down below.

## AREA 319 – PRISON ROOM

**DM Note:** It is assumed the party approaches from the northeast. If they instead access the room via the secret door, adjust the read-aloud text as necessary.

*You've encountered an oaken door, which is bronze-bound and held fast by a large bar and padlock as well.*

The lock can be picked with thieves' tools and a successful DC 15 Dexterity check or destroyed by weapon



blows. However, the latter activity is quite loud and probably results in a wandering monster coming to investigate.

*The room is 20 feet on a side with some filthy straw scattered on the floor, a small drain hole in the northwest corner, and a water-filled barrel. Herein are a number of humanoids, all dressed in ragged clothing.*

There are two human **commoners**, an **orc**, a **hobgoblin**, and three **goblins** here; all are neutrally aligned. These unfortunates are prisoners, captured on raids and kept as food. All are rather skinny and weak, and none will serve with the party. All ask to be freed. The humans, who are farmers from just outside of Nulb, also say that the other prisoners recently slew and ate their friend Charlie. The monsters can be slain without difficulty, if desired.

There is a secret door on the southern wall, found only if a character carefully searches the wall stones and makes a successful DC 14 Wisdom (Perception) check. The current inhabitants are unaware of the secret exit, which was carved out by a dwarf prisoner some months ago.

**Awarding Experience.** Each character should receive 50 XP for rescuing these prisoners.

## AREA 320 – PRISON ROOM

*This oak door is heavily bound with bronze and secured by bar and heavy padlock.*

The lock can be picked with thieves' tools and a successful DC 15 Dexterity check or destroyed by weapon blows. However, the latter activity is quite loud and probably results in a wandering monster coming to investigate.

*The room measures 20 feet by 30 feet and is littered with straw. Two ogres and two humanoids, all unarmed, hunker on the hay floor here.*

Herein are a **gnoll**, a **bugbear**, and two **ogres**. These creatures are malnourished and weak (each has only 2d4 hit points remaining), unarmored (all are effectively AC 10), and unarmed. They all are sentenced to die for various acts of disobedience. None will serve with the party, and if given the opportunity, they will try to slay and eat their rescuers.

## AREA 321 – HALL OF BLACK FEASTING

*This 40-foot-square room is floored in blocks of alternating red and black stone. The supports and ceiling are all black. The walls are plastered and decorated with scenes of horrid feasts: a banquet where ghouls, ghosts, shadows, and vampires join Temple clerics and demons in an unspeakable repast. The many cressets along the walls are unlit, for this place seems to have been deserted for some time. Several long tables, chairs, and sideboards are here, all dusty but otherwise in good condition. The tables still hold many dishes, platters, drinking vessels, and containers.*

**Treasure.** In 30 minutes of searching or half that time if at least two characters make successful DC 10 Wisdom (Perception) checks, the party can find two golden settings. Each has four pieces: a flagon (250 gp), a platter (300 gp), a plate (175 gp), and a salt cellar (50 gp). The weight of each setting is about 15 pounds.

## AREA 322 – HALL OF ARMORED SKELETONS

*This 30-foot-wide area is lined with disquieting guardians—or trophies. Thirteen human skeletons stand at attention along each wall, all clad in various forms of armor. Each one holds a different polearm or ranged weapon. Four large, bronze stands are by each wall, evidently candle holders, though no candles remain. Six pairs of crossed swords and six shields decorate the north wall.*

The armor types and weapons are not important; they are all useless, almost all being rusted, rotten, and decayed. If any of the swords and shields on the north wall are touched, one falls with a loud clatter, alerting the inhabitants of areas 323 and 324.

There is a secret door on the west wall that can be located with a successful DC 14 Wisdom (Perception) check. It leads to area 328.

**Treasure.** One of the shields is a +1 shield, bearing the arms of Veluna in canton with a gold field showing crossed billets proper. The four candle stands are worth 5 gp each.

**Developments.** If the party makes loud noise here, the shadows from areas 323 and 324 arrive in waves of 1d4 starting a round later.

## AREA 323 – SCARLET ROOM

This chamber is red. The floor, walls, and curved ceiling are each of a subtly different hue to jar the vision of the onlooker. The overall impression is bloody and disgusting. Rotting cushions and divans, all of red cloth and again each slightly different from the other, are scattered here and there. A low, round table of wood lacquered in orange-red stands near the west end of the room; upon it is a red serving set of several cups and a bowl. Each of the two candelabra nearby holds 13 candle stubs.

Eight **shadows** linger in this chamber, awaiting the return of Zuggtmoy and Iuz—and thereby a return to the days of feasting and “sport” in the Temple. They are seldom fed and are craving for life forces. If they hear noise in area 322, they hurry to investigate.

**Treasure.** The red serving set is made of cinnabar; the whole worth 450 gp. The candelabra are made of solid rose gold; each one weighs 24 pounds and is worth 2,250 gp if maintained in good condition or 1,200 gp if battered, bent, or dismantled.

## AREA 324 – BLACK ROOM

The walls, floor, and ceiling of this 20-foot-by-40-foot area are dull, black stone; heavy, velvet hangings of ebony hue cover the walls, and even the torch brackets along uncovered sections are made of a blackish metal. Couches and chairs of black wood remain here in good condition, upholstered in cloth of the same somber hue. A large, black cabinet stands by the west wall.

As with area 323, eight **shadows** lurk herein, waiting for the return of the Temple's heyday. If noise is heard, they investigate rapidly, seeking life forces upon which they may feed. One of the shadows carries a short, baton-like rod of ebony, which is graven with the glyphs of Iuz and Zuggtmoy. This device gives immunity from all clerical turning and undead control in a 10-foot-radius, but its wielder cannot attack when employing it, as two hands are needed to carry the rod.

**Treasure.** The four black, metal sconces are solid silver, each weighing 2 pounds and worth 50 gp due to their workmanship; if badly damaged, their value decreases to 5 gp. In the cabinet are several worthless scrolls and books, jars and other containers holding similarly worthless substances, a rope of 32 black pearls worth a total of 16,000 gp (mixed in with several pieces of worthless jewelry of black paste), a potion of hill giant

strength, and a scroll of protection (undead). The thorough search required to recover these items takes 30 minutes.

## AREA 325 – KITCHEN

From the appearance of a huge fireplace in the north end of this room and the condition of various containers of food-stuffs—flour, meal, salt, oil, preserved meats, and cheeses—it is apparent that this kitchen is still used occasionally. Enough food is here to feed several score people for many days. Shelves and long counters hold containers, foodstuffs, and cooking utensils: spits, skewers, long forks and spoons, ladles, etc.

There is little of value here, though the foodstuffs are perfectly edible.

Behind a large, open cupboard in the south section of the west wall is a concealed door. The room beyond contains barrels of beer, ale, wine, and even a small cask of brandy.

**Treasure.** The cask of brandy weighs 40 pounds and is worth 300 gp. Also here are 26 crystal goblets (50 gp each) and a matching decanter (200 gp). This set fills three backpacks, assuming careful packing to avoid breakage. Even so, the DM might consider the fragility of these items should the bearer suffer significant bludgeoning damage.

## AREA 326 – OPULENT BEDCHAMBER

This place is covered in thick carpets with many cushions spread about. Upon the floor lies the mummified body of an elf, face down just beyond the entryway with the hilt of a dagger protruding from its back. Its remains are clad in rotting splendor; the garments are of silk and brocade, and jewels gleam from earrings, a necklace, a bracelet, and two rings. The skeletal right hand clutches a carved stone of some sort.

Near the body is a large curio cabinet, its door slightly ajar. The cabinet contains mummified portions of humanoids as well as small, intricately carved statuettes and blocks of ivory, soapstone, and so forth—each depicting something obscene.

The dark room has many unused candelabra and wall sconces. Its plastered walls are painted with scenes of decadence, and the tapestries hanging here and there show similar scenes of depravity. A huge bed is pushed against the north wall with a stand of carved wood to each side. A



long, low table is flanked by couches and nearby is another such table with three plush chairs. In the southwest corner, a folding screen of uskwood separates a wardrobe, dressing table, and pillow stool from the rest of the place.

A **banshee** of the dead elf stretched out on the floor of the room haunts this place. She lurks behind the folding screen. When intruders enter the room, the banshee first reveals herself by use of her *Horrifying Visage*, then uses her *Wail* action, and then proceeds to engage in melee with anyone as yet unharmed. The banshee hates all who now live, and fights fiercely until near destruction, when she finally tries to escape.

Each of the skeleton's four pieces of jewelry (counting the pair of earrings as a single piece) is worth a base value of  $2d4 \times 1,000$  gp. In the skeletal hand is a *periapt of proof against poison*. Under the remains is a pouch which holds six *spell scrolls* (*control water*, *gust of wind*, *polymorph*, *remove curse*, *tongues*, and *wish*). The cabinet contains 13 carvings (each worth  $1d10 \times 100$  gp). Two tapestries are valuable, worth 1,100 gp and 850 gp, respectively, despite their small size.

**Development.** If escape is impossible, the banshee offers a bribe for her survival; she knows where, as a living being, she hid a +1 longbow of elven make, a *cloak of elvenkind*, and a *shirt of elven chain*. Note that these

items, hidden somewhere near her chamber (DM's choice), will remain hidden for many years if she does not reveal them.

## AREA 327 – DINING SALON

*Above a long, wooden table in the middle of this plastered and decorated room hangs a large chandelier. Twelve chairs flank the table. Two sideboards, a cabinet, and a wheeled cart complete the furnishings.*

The furniture is all functional, but not of great worth. All the valuable dishes and other items have been stripped from the room.

## AREA 328 – STORAGE AREA

*This oddly shaped chamber is lined with shelves which still contain many empty containers; here are bottles, flasks, alembics, retorts, and other such paraphernalia typical to an alchemist's or wizard's laboratory. On the floor are more mundane items: a large box of chalk, sacks of charcoal, jugs of turpentine and fuel oil, candles of various colors, etc. Sufficient material seems herein to stock a small shop and supply a wizard or two as well.*

Nothing here is of high value, but the room contains nearly any commonplace item akin to those listed. The DM should use their judgment if the characters specifically search for any mundane item in this room.

There is a long-forgotten secret door on the eastern wall. Characters physically inspecting the wall and making a successful DC 14 Wisdom (Perception) check can locate the portal, which opens into area 322.

## AREA 328a – STAIRWAY

*A set of steep stairs ascend here. A burnt torch stub lies at the foot of the bottom step.*

The stairs here ascend to the east, leading to area 227a on Dungeon Level 2 (see chapter 10).

## AREA 329 – ALCHEMY WORKROOM

*The merest glance herein reveals the past purpose of this circular room as a place for alchemical experimentation. The walls and floor are covered with graven symbols, glyphs indicating the elements, metals, and other stuff of alchemy. Benches and worktables line the walls; upon them are flasks, retorts, crucibles, et al. Three braziers, each of a different size, are aligned in the middle of the room, piled with plates and dishes which hold heaps of strange pow-*

ders, granules, and crystals. Beakers and flasks here and there are filled with odd substances.

Note that there is no door to this chamber. This was once an alchemical lab.

**Treasure.** Careful inspection reveals metal in powder and chunk form, including  $1d4 \times 10$  coins' weight of each coin type (copper, silver, electrum, gold, and platinum), but no actual coins. A successful DC 12 Intelligence check is required to positively identify each metal type. A small pottery flask weighs over 10 pounds; it contains 10 pounds of quicksilver (mercury), worth 1,000 gp. Also, here is a pewter funnel, a set of (empty) metal flasks, glass vials (also empty), a bar of red sealing wax, a steel stirring rod, a mortar and pestle, and long-handled spoons of varied sizes.

## AREA 330 – LABORATORY

*This area, some 10 feet wide and 50 feet long, seems to have been meant principally for the reading and writing of spells. Cressets are fitted to the walls at 10-foot intervals. A long, slanted shelf is along the north wall with many stools spaced along its 30-foot length. Sheets of vellum and parchment still lie upon the shelf, accompanied on an upper ledge by quills of many sorts, small pots with oddly carved stoppers, and candlesticks. A small writing desk stands at the west end, and a lectern at the far east; opposite each of these objects is an arched doorway that leads north. Several small chairs are nearby along the south wall.*

This is an antechamber to the main laboratory. The shelf was used to record data and as a place to scribe scrolls.

**Treasure.** Careful examination of the inkpots with a successful DC 13 Intelligence (Arcana) check reveals one filled with magical ink, in a quantity sufficient to inscribe seven spells (and worth 700 gp). The nine rolls of papyrus (2 gp each), 11 sheets of parchment (4 gp each), and five sheets of vellum (8 gp each) are better-than-average quality. The nine quills here are also of high quality (2 gp each).

The archways open into the central laboratory. If the characters proceed, provide the following description:

*This inner chamber is obviously an abandoned laboratory for magical research and experimentation. Four long benches in this rectangular area are filled with paraphernalia of all kinds. A flowing fountain of water is in the southwest corner, but almost all the rest of the wall is taken up by shelves supporting all sorts of containers—bottles,*

## LABORATORY BENCH CONTENTS

The paraphernalia on the benches consists of the following items:

First Bench	Second Bench	Third Bench	Fourth Bench
Bellows	Balance	Basins	Alembics
Bottles	Bowls	Beakers	Cauldron
Cannisters	Knife	Caddy	Cruets
Crucible	Mirror	Dishes	Decanter
File	Mortar	Jars	Jars
Flasks	Pans	Jug	Lenses
Funnel	Pestle	Kettle	Mixing rods
Furnace	Phials	Pipette	Needles
Ladle	Sandglass	Prisms	Paddle
Metal ingots	Tongs	Spatula	Scalpel
Retorts	Vials	Spirit lamp	Spoons
Tweezers	Weights	Tubes	Tubing

jars, boxes, baskets, jugs, flasks, vials, etc.—of all shapes and sizes. These hold magical ingredients of virtually every imaginable sort, from rare herbs and spices to monster parts and fluids. Included are ape teeth, basilisk scales, cockatrice feathers, elephant hide, fox dung, gorgon tongue, hydra blood, and other materials of all sorts of colors and consistencies. Cupboards sometimes replace open shelves. Many open bins are also built into the shelves; these contain different sorts of earth, seeds, bits of fur, dried leaves of various sorts, flower petals, bark chips, and metals of various forms and types—including rods, wire, small ingots, thin strips, chunks, filings, and powder of iron, brass, tin, lead, zinc, bronze, steel, and others unknown to you.

Under a workbench in the middle of the north wall lurks a **roper** hidden amidst materials and apparatus. It managed to get in through flues and chimneys, but now cannot escape. It has so far subsisted by picking off a few hapless bugbears sent here from below to fetch magical goodies. The roper attacks when two or more victims are within 20 feet; if others are approaching, it waits for up to six targets before engaging. It fears the ettin in area 306 and so hides when it comes by.

**Treasure.** The roper has 13 gems in its gut, each worth 50 gp (five bloodstones, two jaspers, and six zircons), along with 3d6 pp.

The unknown metals include aluminum, magnesium, tungsten, and others. Each filled backpack or sack of materials is worth 1,000 gp if carefully selected, half that if carelessly scooped up or double value if painstakingly chosen (requiring a full 10 minutes per pack). A maximum of five packs of valuables can be thus gathered.

**Developments.** There is a good chance that a careful search of this room reveals spell components and/or ingredients useful for creating potions, scribing scrolls, or even crafting magic items. To determine suitability for any substance, have the player state what specific item is sought; the sought item is found on a successful DC 16 Intelligence (Arcana) check. The DM may allow specific searches for, and discovery of, powdered gems, types of blood, or other unusual items specified by players while reviewing the entire area via a similar (but DC 12) check. Locating a specific ingredient in this manner requires 30 minutes spent searching per ingredient or only 10 minutes per ingredient if the Arcana check succeeds by 5 or more.

## AREA 330a – NORTHERN ALCOVE

*This 10-foot-square room contains tripods and quadrapods, lamps, plumb lines, dividers, candles of different sizes, shapes, and colors; chalk of all sorts, paints of many hues, and many metal devices, such as small distillers, melting pots, etc.*

The items here show signs of past use but are all in good condition. There are 4d6 sticks of chalk of each color: white, yellow, pink, red, green, blue, purple, indigo, and umber.

## AREA 330b – SOUTHERN ALCOVE

*This 10-foot-square room contains a long table heaped with many lengths of plain linen. A magical circle is drawn around the table on the floor. On the shelves are many body parts and monster organs, each preserved in some solution in a jar or tank. Here are also scalpels, knives, saws, needles, and thread. Several books and scrolls lie on one of the shelves.*

The books deal with the anatomy of various creatures, theories of magical constructs, a treatise on the original flesh golem (dealing only with its nature, not a method of construction), and medical works. Two tied bundles of *spell scrolls* are here. One bundle holds the spells *charm monster* (see appendix D), *fly*, *magic mouth*, and

*polymorph*, and the other holds the spells *animate dead*, *greater restoration*, and *raise dead*.

One of the other scrolls is quite dangerous, if scanned for even a brief time. This scroll is trapped with a *glyph of warding* that releases a *conjure fiend* spell (similar to *conjure celestial*). It summons a **babau** (see appendix C). The demon attacks for 1 minute, after which—if not defeated—it returns to whence it came with a puff of inky smoke.

Under the linens is a construct, a vaguely humanoid monster created with various parts of beasts and monsters. It was begun as a joke but wasn't finished due to the fall of the Temple. The ghastly creation has an ogre's head and torso, gargoyle forelimbs, bear forelimbs, a bugbear's lower limbs, and the brains of a chipmunk.

**Developments.** The planned practical joke involving the construct was to run as follows: Use an *animate dead* spell to bring the chipmunk-brained monster to life. A wizard then controls the thing (else it will scurry off in abject terror, chittering away with its great ogrish jaws, possibly harming someone in its path of retreat), applying a *magic mouth* and using *charm monster* for control. Cause the creature to fly out into the lab while another mage is at work, claim (with the *magic mouth*) to be a demon coming to punish some transgression, and then change itself into the victim's form (actually being *polymorphed* by the controlling mage). All parties then sit back to watch the fun. In any event, if an *animate dead* spell is applied to the body, it rises and behaves in a manner appropriate to its chipmunk brains (Intelligence 2 [-4]) and should serve to amuse the players (and the DM, of course!) for some time.

## AREA 331 – STOREROOM

*A few remaining containers and bales indicate that this place was once one in which mundane items were stored. It now contains a number of gnawed bones, torn garments, and broken weapons; the latter items have been tossed into a pile. Someone or something has purposely used this place as a grisly repository for unwanted remains of meals.*

The containers have been emptied of all valuable and usable materials. One still holds wormy meal, and another vinegar. The bones are primarily from bugbears, though the remains of an ogre, a gnoll, and a human skull are also here, each identifiable via a successful DC 12 Intelligence (Nature) check.

## AREA 332 – MUSEUM ROOM

This square room contains many exhibits of grim sort, hung on the walls or displayed in glass cases. Here are heads of all sorts, a few skulls, withered and bony hands, flayed skins, banners of many types, several plain crowns to be worn atop helm or helmet, holy symbols, surcoats, jupons, tabards bearing arms and shields with like decorations, and small items such as rings, seals, and sigils. One case bears several maces and similar items, though these are obviously ceremonial and not meant for use as weapons. Cabinets in the center of the room are smashed and broken; many bones litter the floor.

A trapper (see appendix C) dwells here, presently clinging to the ceiling on the western side of the room where the weapon case stands. It was set as the guardian of the place by Luz himself, just before he fled back to his own realm. As usual for its kind, the trapper will attack without hesitation, and fight until dead.

A successful DC 12 Intelligence (History or Religion) check indicates that a character can identify the holy symbols of Pelor, Pholtus, Rao, and St. Cuthbert on some of the items here. (Alternatively, the DM should provide symbols of good-aligned deities appropriate for their campaign setting.)

**Treasure.** The five plain crowns are only worth 1 gp each. One platinum ring is set with a fine diamond (9,000 gp), and 10 of the rings are valuable ( $1d4 \times 1,000$  gp each). One of the ceremonial maces is solid silver and set with many gems. Its value is 12,500 gp as is or 6,750 gp if dismantled and sold for the value of the bullion (750 gp) and gems (60 worth 100 gp each, including equal numbers of amethysts, garnets, and tourmalines).

## AREA 333 – CHAPEL

**DM Note:** The secret door into the corridor that leads here can be found with a successful DC 15 Wisdom (Perception) check. This room bears no magic, but evil can be detected to the west.

The black stone of this small area is draped with several white hangings, one edged in purple, one fringed with gold, and one cornered in silver. A small altar here is made of wood and painted white. Nearby is a reliquary, containing ashes of some sort. A silver votive lamp hangs over the altar. Upon the altar is a snowy cloth with red runes, stating (in Common):

*"VENERATE THIS SHRINE OF GOOD, THEN HASTE AWAY, ALL YE OF TRUE AND GOOD FAITH!"*

Affixed to the west (diagonal) wall is a silver cross, 2 feet across and 3 feet long. In the center of the northern wall is a small niche in which stands a silver idol of Pholtus. The various trappings here are to delude those of good alignments, while the silver is to discourage any demons from intruding where they should not.

The secret door in the southwest corner can be found with a successful DC 15 Wisdom (Perception) check.

**Treasure.** The silver lamp is worth 100 gp. The cross weighs 30 pounds and is worth 400 gp. The idol of Pholtus is worth 875 gp.

## AREA 334 – INKY CHAMBER

**DM Note:** If magic is detected for, a strong pulse comes from the northwest. If evil is detected for, the whole room gives off a dim radiation of malign power.

*This bare, hexagonal room is dusty, cobwebbed, and forgotten. Near the door is a rag-clad skeleton—probably some cleric who met his end herein from unknown causes. The remains obviously harbor no treasure. A vague feeling of unease creeps over all who gaze into this place of darkness overlong. The place appears empty.*



If the place is investigated by the adventurers, continue:

*A black, iron coffin stands by the northwest wall; its iron lid, in which a silver cross has been inlaid, lies beside it. Atop the lid is a forgotten scroll case.*

An invisible sarcophagus is on the stand. Truesight, *dispel magic*, or *see invisibility* reveals the following:

*The sarcophagus has no top. Inside you see a vampire corpse, clad in black and appearing hale—except for the stake through its heart.*

This is a powerful illusion. A *gem of seeing*, truesight, or similar effect reveals the true occupant; see below for details. Similar magic also reveals that the silver cross in the coffin lid is a magical *sword of answering* named *Fragarach* (see appendix D). Characters making a successful DC 16 Intelligence (Arcana or History) check recognize this legendary magical weapon for what it is.

The scroll tube contains three scraps of parchment. Two are *spell scrolls* (both *enhance ability*); the other is a message:

*"Let the Good ones use their newfound strength to seal in the horror of darkness to prove their faithfulness to right and justice. We who wrote this lacked the power to do so."*

Of course, it is a ghastly jape at the forces of Good. If the coffin's occupant is viewed truly, use the following description:

*Your powerful magic reveals a figure completely different from the vampire form. You see a handsome, mail-clad male human with golden hair. He is wearing a white surcoat, quartered by the arms of Furyondy and Veluna and the antlers of the Knights of the Hart, in red. Strapped to his waist is a gold belt with a sheathed dagger. About his neck is a gold chain with an emblem of a crown and crescent moon; on his left hand is a gold ring with a similar device. His shield rests under his feet.*

The coffin's occupant is **Prince Thrommel, Grand Marshal of Furyondy, Provost of Veluna** (see appendix B), a Paladin Lord. He lies in *imprisonment* (slumber), and a powerful illusion causes him to appear as a vampire.

**Treasure.** His gold belt is worth 500 gp; the dagger thereon is a +3 dagger. His neck chain with the amulet is worth 2,000 gp, and the matching ring is worth 250 gp.

**Developments.** The *imprisonment* ends if the prince is taken from the chamber. Thrommel awakens, but

is groggy for  $1d4 \times 10$  minutes, uncertain about his identity and past. He regains all his faculties thereafter, becoming cautious, circumspect, and taciturn. If the longsword *Fragarach* is in sight, he simply speaks, and it leaps into his hand! If it was left behind, he is not aware of its location, but asks if he was wearing a sword when found or whether one was nearby. In any event, he speaks a command word to have *Fragarach* immediately teleport to his hand and then asks to be accompanied to the surface. Once safely there, he asks for a horse, claiming urgent business elsewhere. If any one character is exceptionally good to him, he gives that person his medallion as a gift. Anyone more than normally polite and helpful to him receives his ring. With that, Thrommel then rides off.

All of Thrommel's rescuers are sought out by a strong party of humans and elves (including clerics, wizards, fighters, and guards) approximately  $1d4 + 1$  weeks later. These persons ask the characters to accompany them to Mitrik, chief city of Veluna, where Thrommel is pledging himself to her Noble Ladyship Jolene of Veluna. At this ceremony, each character is knighted (if a fighter) or made an elder of the land (for all other classes). Each is entitled to wear the silver star badge of Veluna and the gold crown badge of Furyondy.

In addition, each receives a *potion of superior healing*, a *ring of protection*, and 2,000 pp. The most helpful character (the one given Thrommel's medallion) is also granted one of the following, as applicable to their class: a book of 12 1st-level wizard spells, a *necklace of prayer beads*, a +1 shield, or a *bag of holding*. The second-most-helpful rescuer (the holder of the ring) receives a **warhorse** appropriate to their class. If any character recovered the longsword *Fragarach* and was gladly willing to allow or help Thrommel to regain it, that person receives a non-evil *sword of answering* that most closely matches their alignment (see *DMG* p. 206 for details) from Prince Thrommel. All rescuers are also honored by those who rule Furyondy and Veluna.

## AREA 335 – SECRET PASSAGE

**DM Note:** This area may be approached either from the secret trapdoor (see area 313) or the escape tunnel from the Outer Works (see area B4 of the Broken Tower in chapter 8).

To run the following encounters properly, the DM must be familiar with all the details of this lair and the oc-

cupants of areas 336 and 337. The occupants should be played with intelligence; they should be very dangerous.

*The secret passage leads into a 20-foot-by-30-foot room where you are horrified—perhaps petrified—to see a huge, pale-green basilisk gazing at you.*

The lead character must make a successful DC 12 Constitution saving throw for the basilisk's Petrifying Gaze. Almost simultaneously, a runnel of flame appears; read from the passage below. If the saving throw is failed, the victim is petrified, despite the illusory nature of the beast. The "basilisk" gazes at one victim per round. The basilisk is illusory; if disbelief is successful with a DC 15 Intelligence saving throw, it is seen as such, and this fact can be communicated to others, making them immune to the effect.

*A runnel of flame begins from the eastern portion of the chamber and spreads rapidly from the center, going both north and south. The moving flame creates a line of brightness along the east and west walls of the place, and then sends fiery streams into a pair of large cressets just at the corners where the north and south passages enter the basilisk's lair. The cressets spring into leaping flames, illuminating the whole area.*

An *unseen servant* was commanded to empty a container of volatile oil into a sloping trough, highest above a wall fountain and basin on the east wall. Another *unseen servant* strikes a light to cause the oil to flame, and gravity does the rest.

**Developments.** If a significant amount of noise is produced by the party at this time, the occupants of areas 336 and 337 are alerted. If the party is operating quietly, those occupants should be allowed a Perception contest against the characters' Stealth. The local inhabitants work together to insure their very lives.

## AREA 336 – NORTH ROOM

*This plainly furnished, 20-foot-square room is obviously the residence of someone interested in weapons of unusual sorts. Hanging on the walls are a man catcher and several sorts of punching daggers (sprouting from metal gauntlets, double-bladed with sharkskin cross grip, and others). Here are wavy-bladed knives, double-pointed knives, center-hilted knives, falchions, and a semicircle of seven matched throwing knives around a buckler with a wicked center spike. Barbed javelins, a short spear with a very broad, leaf-shaped blade, an array of maces with oddly shaped*

*heads (a wolf with an open mouth, a clenched draconian forepaw, and others) are also here. There is even a light crossbow with a double track for firing a pair of bolts simultaneously.*

*Furnishings include a narrow cot, a small stand, a table, two chairs, a bench, a stool, a bucket with lid, a wardrobe, and a heavy chest with an iron hasp and padlock. Dishes and foodstuffs are on the table and on a nearby shelf. Several bottles are also on the shelf.*

Herein dwells **Smigmal Redhand** (see appendix B), a half-orc assassin. She is the leman of Falinth (see area 337) and the leader of the band of brigands in the Upper Works (see the Broken Tower in chapter 8). She is thoroughly evil and loves her work. She hungers for power to make humans suffer and hates her human ancestry. She sees Falinth as her tool, the one who will best aid her in gaining her power.

Smigmal is disguised as an elf, and if captured when appearing (due to her attack), will try to dupe the party into believing that she is charmed or otherwise forced to attack, believing intruders to be nasty invaders. If this also seems to fail, she tries to use *invisibility* from her ring (see "Developments" below) seeking to escape, or at least hide somewhere until she can escape.

No weapons here are magical. Details on the double crossbow, falchion, garrote, man catcher, and the spiked buckler can be found in appendix D. Details of other new weapons can be extrapolated from existing similar types.

**Treasure.** Smigmal wears two earrings (400 gp each) and a jeweled belt (3,200 gp), and she carries 12 ep and 7 gp in a purse. She knows how most creatures react favorably to bloodstones and has been trading for and accumulating such for future purposes (see the chest, below).

The wardrobe holds normal clothing of various sorts (merchant's, laborer's, and others). The chest contains more such garments, three garrotes, a vial of acid, a *potion of speed*, and a leather case of six small bottles of poisons: four are of the ingested type (assassin's blood, midnight tears, pale tincture, torpor) and two are of the contact type (carrión crawler mucus, oil of taggit). See pages 257-258 of the DMG for details on the effects of these poisons.

The chest has a false top which can be found with a

successful DC 16 Intelligence (Investigation) check. Its catch is protected by a needle trap coated with serpent venom. This can be found with a successful DC 14 Intelligence (Investigation) check. The catch trap can be disabled with thieves' tools and a successful DC 13 Dexterity check. If the trap is triggered, a needle snaps 3 inches straight out from the cache and strikes those within range for 1 piercing damage; those so injured must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Inside the false top of the chest are 30 gems worth 50 gp each (26 bloodstones and four zircons), two gold rings ( $1d4 \times 1,000$  gp each), and a belt with hidden pockets (containing 50 pp).

**Developments.** If she hears a disturbance in the basilisk area, Smigmal dons her *ring of spell storing* (holding two *invisibility* spells) and carefully cracks the door open to see what is happening. If an opportunity presents itself, she uses one of the ring's charges, creeps out, and tries to assassinate the most powerful-looking intruder, attacking from behind the victim. She will fight to protect Falrinth if such action appears worthwhile—but will certainly try to save herself from certain death.

## AREA 337 – SOUTH ROOM

*This room is obviously the chamber of a wizard. A thaumaturgic triangle stands at the threshold. The shelving which girdles the place is filled with all sorts of stuffed and mummified animals and such. A cloak with strange runes hangs near the east door. A large bed is here with a small cabinet, a stool, a writing table with an oddly branched candle holder, a brazier, and a pair of hanging lamps near the bed. A wall cresset is in the southeast corner, opposite the bed. A rush mat covers the plain floor. A parchment with runes hangs on the east wall by a door; another, on the south wall opposite the entrance, seems to be a map of the dungeon level.*

**Falrinth** (see appendix B), a wizard, lives here with Kriitch, his **quasit familiar**. Falrinth gains the Magic Resistance trait while Kriitch remains within 10 feet of its master; if Kriitch is slain, Falrinth immediately loses the Magic Resistance. When the two are within 100 feet of each other, they can communicate telepathically, and the quasit familiar can use its reaction to deliver any of Falrinth's spells with a range of touch. Falrinth is very evil and power mad.

When he becomes aware of intruders, he has Kriitch investigate in giant centipede form. It can travel by way of a small, twisting aperture in the wall, and Falrinth can telepathically use its senses, viewing the intruders' actions from a distance while keeping the centipede (quasit) well hidden. He can then select an appropriate course of action (hit-and-run, offensive, defensive, or whatever) based on the intruders' powers.

His typical offensive strategy includes casting *mirror image* and *stoneskin* on himself. He then readies *dispel magic* to be followed by *charm person*, *Tasha's hideous laughter*, or *burning hands*, as appropriate. His typical defensive strategies include using *jump*, *darkness*, and/or *invisibility* to allow retreat to area 337, continuing to area 338 through the secret door. He then blocks the passage by casting *wall of force* from his *spell scroll* (placed just inside the room to block even the finding of the secret door) so he can gather his prized items. If on the verge of discovery, Falrinth will *dimension door* to one of two passages: either the corridor east of area 313 or the secret passage north of area 335 that leads to the Broken Tower (see area B4 in chapter 8). Falrinth does not dare to remain in the Temple after defeat; he has too many enemies.

The parchment on the south wall is trapped with a *glyph of warding*. If read by anyone but Falrinth or Smigmal (or others they instruct), the runes detonate, inflicting 22 (5d8) fire damage to the reader and to each creature within a 20-foot radius (or half as much damage on a successful DC 14 Dexterity saving throw). The glyph is spotted if a character makes a successful DC 14 Intelligence (Investigation) check. If triggered, the explosion destroys the map. The glyph can only be removed by a *dispel magic* spell. The map shows no secret doors or secret passages but reveals everything else in this area and areas 301 through 320, including crude icons that indicate the current residents of those areas. It does not show areas 321 through 334. The map is depicted on player handout 13.

The parchment on the east wall seems to be a dire warning not to touch the east door. If read, the warning is also protected by a *glyph of warding*. If read by anyone but Falrinth or Smigmal (or others they instruct), the runes detonate, inflicting 22 (5d8) fire damage to the reader and to each creature within a 20-foot radius (or half as much damage on a successful DC 14 Dexterity saving throw). The glyph is spotted if a character makes

a successful DC 14 Intelligence (Investigation) check. If triggered, the explosion destroys the parchment. The glyph can only be removed by a *dispel magic* spell.

The east door leads, of course, to area 337a. The cabinet contains clothing and several books—unremarkable works of history and botany. The southeast wall cresset operates the secret door. Another wall cresset in the narrow hallway beyond similarly opens the secret door to area 338. These two doors can also be located with successful DC 17 Wisdom (Perception) checks.

**Treasure.** Falrinth wears *bracers of defense* and carries a purse containing nine gems worth a total of 1,350 gp (two moss agates, two white pearls, three hematites, a sapphire, and a tourmaline). He has a *spell scroll of wall of force*. The odd candle holder is an ancient work in electrum, worth 1,500 gp.

**Developments.** Falrinth plans to use Smigmal (see area 336) as a tool to achieve control of the remaining Temple forces, so he can become ruler of a domain of death and destruction equaling, even surpassing, that of Iuz. Ambitious, indeed! Kriitch is a gift from the demoness Lolth, who is happy to have catspaws in Zuggtmoy's territory (for obvious reasons). Falrinth has devised the traps and fake lair (area 337a) to fool intruders who are too powerful to defeat offensively.

Kriitch is both duplicitous and vicious. The quasit obeys Falrinth faithfully, but if reduced to 5 hit points or fewer, it breaks its familiar bond with its master and seeks to escape.

## AREA 337a – EAST ROOM

The door to the east opens into a 10-foot-square workroom. Inside are a few bottles containing various spell components, a bench, six staves of various woods, and six metal, bone, and ivory rods. A shelf holds nine wands. There is also a brass chest protected by a lock, iron binding, and a hasp with a large padlock.

This false lair was designed by Falrinth (see area 337) to harm intruders.

The spell components are only common sorts and in small quantities—phosphorus, sulfur, a lodestone, etc. Each of the wands has been treated with *Nystul's magic aura* and thus seems valuable, but all are mere wooden sticks (albeit well crafted). Three unlabeled potions are on the shelf: *diminution*, *healing*, and *poison*.

The chest's simple padlock can be picked with thieves' tools with a successful DC 10 Dexterity check or can be destroyed physically (AC 10, 10 hit points). The chest is rigged so that a cloud of chlorine gas in the main cavity erupts when it is opened, if not disabled first. Each creature within 5 feet must succeed on a DC 13 Constitution saving throw or take 21 (6d6) poison damage. The cloud appears however carefully the chest is opened, and this trap can only be removed if characters examining the chest make a successful DC 15 Wisdom (Perception) check to notice a thin, near-transparent seal of wax around the outer edges of the chest lid. Disabling the trap is difficult and requires thieves' tools and a successful DC 20 Dexterity check. Failure indicates setting off the trap. The chest contains books filled with written gibberish and a papyrus scroll of similar content; these items dissolve in the gas cloud. If examined after the trap is triggered, the remnants seem to be those of spellbooks and a magical scroll.

## AREA 338 – HIDDEN ROOM

*This rectangular area is certainly where the wizard inhabiting the room to the north actually studied his works. Here resides all manner of magical apparatus. To the north, a workbench runs about 15 feet along the wall near the door. The wall here is lined in shelves with all sorts of bins and containers. Over a small fireplace hang several kettles; a brazier, furnace, and bellows are nearby. Along the south wall is a high writing desk, flanked by a pair of bookstands, each with an unopened tome. At the far end of the room are a table, a high-backed chair, and an open cabinet. Upon the table are a green cup, an iron box, a scattering of gems, several potion bottles, and a leather case. The cabinet holds three iron coffers, a crystal ball, a box of reddish wood, a long, brass wand, five large books, a small, ceramic statuette, and a tall, pointed, black hat.*

The cabinet also holds three ivory scroll tubes (unless Falrinth has taken them). Each one contains seven *spell scrolls*. This is a selection from Falrinth's spellbooks (but only from 1st through 3rd level; determine randomly or select from the lists below), which he can use to start new books if necessary.

Part of the back of the cabinet radiates magic, but the magical mirror contained therein can only be obtained by use of the brass rod. The tip of this wand-thick object is oddly notched and may be used to open the side of the cabinet, allowing the *mirror of mental prowess* (see ap-

pendix D) contained therein to slide out for use. Without this key, the mirror will be destroyed in any attempt to remove it, whatever care is taken. Etched faintly on the rear of the mirror is its command word: "quazem."

The five large books are bound in strange leather, clasped with iron, and locked. The small locks may be picked with thieves' tools and a successful DC 12 Dexterity check or smashed open (AC 10, 3 hit points). These are Falrinth's 1st- through 5th-level spellbooks, their contents listed below:

- 1st level: *burning hands, charm person, comprehend languages, detect magic, jump, unseen servant*
- 2nd level: *darkness, detect thoughts, hold person, invisibility, levitate, mirror image, Nystul's magic aura, rope trick, shatter, Tasha's hideous laughter*
- 3rd level: *clairvoyance, dispel magic, glyph of warding, lightning bolt, protection from energy, tongues, water breathing*
- 4th level: *dimension door, Leomund's secret chest, locate creature, Otiluke's resilient sphere, phantasmal killer, stoneskin*
- 5th level: *contact other plane, wall of force*

The iron box on the table contains the *Orb of Golden Death* (see appendix D). This artifact is depicted on player handout 14. The *Orb* is a gold sphere shaped to resemble a human skull without its lower jaw. It radiates evil so strongly that good paladins and clerics are unable even to touch it (or even the box). Anyone grasping the device gains certain magical powers, and instantly knows how to summon them forth from the *Orb*: *detect evil and good, detect thoughts, and poison*. These powers may be used without limit as long as the *Orb* is held. The holder can also cause the great throne in the Temple (see area 10 of the Temple in chapter 9) to raise and lower. The user's Charisma is affected, and other unique details apply as detailed in the appendix.

**Treasure.** Some of the items listed here may be missing if Falrinth has escaped; see "Developments" below.

The potions on the table include *clairvoyance, mind reading, and speed*, and an *elixir of health*. The leather case holds a *wand of wonder*.

The volumes on the bookstands are bound in leather and bronze and are magical. The westernmost is a *tome of leadership and influence*; the eastern, a *vacuous gri-*

*moire* (see appendix D). Falrinth was afraid to open either one. The bins and containers hold various spell components taken from the lab (area 330), worth 6,000 gp and weighing 90 pounds.

The cup on the table is jade (100 gp). The two most valuable gems are a fire opal and a star ruby (1,000 gp each). Nine other gems are as follows: tiger eye, moss agate, amber, amethyst, jasper, white pearl, pink pearl, topaz, and zircon (the first two worth 10 gp each, the topaz is worth 500 gp, and each of the others is worth 100 gp).

The three iron coffers in the cabinet contain 228 ep, 310 gp, 107 pp, respectively. The crystal is a *crystal ball of true seeing*, a gift from Zuggtmoy. The pointed hat bears cryptic runes; it has no monetary value but is easily recognized by Falrinth's associates and others throughout the dungeon. The ceramic statue represents a frog eating an insect, the latter being a *figurine of wondrous power* (ebony fly). The reddish, wood box is an unfolding shrine, inlaid with gold with a black interior upon which is inlaid a silver spiderweb, mother-of-pearl stars, and a garnet orb. As the doors of the shrine unfold, an ebony statuette of Lolth rises from a cavity in the base to stand before the web. This icon is worth 6,000 gp but should be destroyed by characters of good alignment.

**Developments.** Falrinth may still be here when characters arrive. If so, he is hiding in the east end of the room, ready to leave (via *dimension door*) if his discovery is imminent or obvious. In this case, Falrinth may have taken a *potion of speed* from the table, the fire opal and star ruby gems, his *spell scrolls*, and the *figurine of wondrous power*.

## THE INTERDICTED PRISON OF ZUGGTMØY

**DM Note:** The methods of arriving in this area are limited. Be sure you are familiar with all these means as well as the various statistics on Zuggtmoy (imprisoned and freed) before allowing any character to enter this area.

## AREA 339 – HALL OF ELEMENTAL MAGIC

**DM Note:** Both evil and magic can be detected here. The magic radiates from the floor symbols, the evil from everywhere.

This huge, echoing hall is constructed of polished, black stones, which give back odd reflections of your light. The most striking features here are the symbols set into the chamber floor. To the north is a triangle of dull, ecru stone, outlined with some sort of gray metal; a throbbing radiance seems to spread in dun-colored pulses that wash over the area. To the east is a great, 10-foot square of translucent stone, blue at the edges and shading to a deep green at the center, bordered by a strip of pale green; the whole gives out undulating sheets of blue-green light. To the south is a circle of translucent crystal ringed by a silvery band; the whole sends forth slowly rising clouds of pale light that spread and disappear. To the west is a long, diamond shape with four points radiating from the sides of the lozenge. The whole is fashioned of translucent stone mottled red and amber, outlined in red gold. It sends up sudden tongues of brightness, planes of pale, fiery light that vanish as quickly as they appear.

All these radiations gleam from the walls and floor of the hall. Any object in the center of the four symbols shows the four different illuminations and the ghastly purple of their mix. If you look upward long enough, occasional glints of light can be seen from the vaulted ceiling that peaks 60 feet or more overhead. The 30-foot-wide aisle to the west appears to be the only entrance to the place.

Any creature who steps into the area of an elemental symbol and stands there for 3 rounds is transported to the corresponding Elemental Node: the Air Caverns (circle), the Earth Burrows (triangle), the Fire Pits (lozenge), or the Water Maze (square). (See "Transportation" in chapter 13 for more.) The only way to escape therefrom is to win through to another "gate" area or to possess the complete *Orb of Golden Death* (see area 338), inset with all four proper gems. See chapters 13 through 17 for details on the Elemental Nodes.

Zuggtmoy once used the symbols to visit the Elemental Nodes—and to send screaming sacrificial victims to their dooms in these places. Now, however, the demoness is prevented from entering this hall until the lowest gate (see area 340) is sundered. If this has been done, she will certainly come here to thank her liberators in her own way.

**Developments.** If Zuggtmoy is destroyed, the symbols lose their magic and the Elemental Nodes themselves wink out of existence, destroying everything within them at that moment.

## AREA 340 – HALL OF DREAD

This place is horrible and disgusting, loathsome and fearsome. The stonework seems leprous and mottled. Everywhere are sculpted, fungous shapes of nightmare form and coloration. Each column rising to the ceiling above writhes and squirms with intertwined fungi. The walls drip with slimes and oozes—revolting exudations. The bizarre reds, disgusting yellows, rotten grays and browns, nauseous greens, and hideous blues blend in a vertiginous swirl in the center of the northern part of the place, wherein squats a huge, sprawling, purple throne.

This great chair is sculpted to display fungi and human forms, but those depicted are shown crying out in pain as fungi shoot up from their flesh, feed upon their dead and decomposing bodies, or grow rampant in their bony remains. Even the shape of the throne is abominable; its seat is broad and round with a concave surface and four hemispherical indentations (two in front, two behind). It has wide armrests, but no back whatsoever. It stands upon a four-tiered dais, the top and 2-foot-high steps of which are carved in bas-relief to depict fungi, smut, slimes, molds, jellies, and other horrible growths devouring a compacted mass of living and dead humans. The demoness must have used this area to view captives and servants, the former going to whatever unspeakable fates awaited them, the latter exalting in the fact that no similar prospect awaited them as long as they served Zuggtmoy well.

Projections resembling blighted vegetation line the walls, and each gives off a dim but pervasive illumination. Passages and doors are in the east and south walls. Twin valves of bronze in the middle of the south wall accompany twins of gates found elsewhere in the dungeon, complete with bindings and silvery glowing runes. To the west, a broad, 20-foot flight of serpentine steps leads down into a high-domed chamber, filled with dim, but multi-hued light continually changing in color and intensity.

The large, bronze doors have, of course, a permanent antipathy effect upon them; all those failing any previous saving throw against this effect are unable to approach within 10 feet of these doors. They are bound in the standard fashion: chained, locked, sealed with soft iron, and bearing the deeply cut sequence of warning runes. (See area 1 and "General Features" in area C in chapter 8 for details on the doors.)

The secret doors in the southwest and northwest corners can each be located with a successful DC 18 Wisdom

(Perception) check. They cannot be opened from this area except by magical means (such as *knock* or *dispel magic*).

## AREA 341 – PLACE OF EARTH AND GOLDEN CHAINS

This 30-foot-by-40-foot chamber is a strange composite of polished, pink stone, golden chains, and a floor of loose earth. Deep, black earth covers the entire floor, save for a 4-foot-wide walkway which edges the room. The bright, metal chains hang from the walls, affixed by rings to the walkway as well. The room is dark; the walls show neither cressets nor sconces.

The damp, loose earth is 4 feet deep. Six **violet fungi** spring up from the center of the earthen area. Each is 7 feet tall with four branches. They all move to attack any creature on or near the earthen area. As they do so, a forest of 50 small, toadstool-like growths also spring up. These **hootng fungi** (see appendix C) have mock faces and eyes, which seem to follow their dangerous kin in their attempt to enrich the loam with human flesh. Whenever a fungus strikes a blow, a happy, hooting sound emits from the cavities pocking the caps of these monstrous spectators.

**Treasure.** Hidden in the exact center of the room, under the dirt, is an ivory case (1,400 gp) containing a *wand of illumination* (see appendix D). Only characters that dig to a depth of 3 feet near the center of the room and make a successful DC 12 Intelligence (Investigation) check locate the case.

**Development.** If the violet fungi are all slain, the hooting fungi all puff forth small spore clouds to a 5-foot range. Any blow or kick will destroy one of these lesser fungi, and a bright light (such as from a *daylight* or *light* spell) will shrivel them all in but a single round.

## AREA 342 – ROOM OF CROWNED SKULLS

The plastered walls of this rectangular room are decorated with many murals, depicting scenes in which humanoids are being robed in finery of various sorts and given crowns of gold, adorned by devices of skulls. Above all are paintings of a golden skull wearing a silvery crown, in which are set gems of red, blue-green, crystal, and orange-brown. The floor is tiled in black and yellow squares each 1 foot across. The south wall shows scenes of elemental devastation, and



under each depiction is a chair. Save for cressets, the room is otherwise bare.

The four gems allude to the four Elemental Evils represented within the Temple. There is little of value in this chamber.

## AREA 343 – HALL OF MERRIMENT

The plastered walls here show scenes of revelry and debauchery, involving coronated individuals similar to those in the previous chamber. Those rewarded in the antechamber were evidently taken here to be feted. Couches, cushions, and pillows surround small tables. The place is in disorder, as if those once here left hurriedly. Several stands are tipped over as are chairs; stains on the carpets show where food and drink were spilled and never cleaned. Dishes, ewers, and drinking vessels lie in scattered profusion. All the furnishings are of excellent workmanship and materials, but all are disgusting in what they depict. The walls have many cressets, and bronze candelabra and hanging lamps are in the corners.

There is nothing here of value, though the ghastly drinking vessels are usable.

## AREA 344 – ROOM OF DEMONS

This plastered room is decorated with wall murals. All show demons of lesser sorts paying homage to humans of evil mien. Here are also scenes of killing and destruction, obviously showing the deeds which made such homage due. A plain armchair of black wood is centered against the east wall, opposite a 10-foot-wide exit to the west. Many bronze cressets line the walls, but no other furniture is here.

There is nothing here of any value.

## AREA 345 – HALL OF GLORY

The walls of this 20-foot-by-40-foot room are frescoed. Two suits of plate armor hang from each long wall, north and south; each is of black metal, enameled with strange glyphs in pigments of red, white, green, and brown, surrounding a golden skull. The armor is strangely fluted and spiked; the helmets are wrought to give the wearer a most frightening appearance. Each of the four suits of armor also bears a huge, two-handed sword.

These four suits of animated armor guard this room, attacking all those who enter. They are **helmed horrors**, with the following changes:

- They have no shields (AC 18).
- They have immunity to all spells and spell-like effects.
- Each is armed with a greatsword (+6 to hit, 11 [2d6 + 4] slashing damage).

They fight mindlessly until destroyed to prevent intruders from remaining in or passing through the chamber. They will not enter area 344 but will pursue intruders down the west passageway and all other rooms (areas 346 through 353), except 340.

**Treasure.** The golden skull inlaid on each suit of armor is actual gold worth 50 gp. Four topaz gems (500 gp each) are also inset in each suit.

If the room is further examined, read the following:

*The frescoes show crowned and robed humans attended by demons of minor sorts and slaves bearing rich rewards parading in triumph before a horrible, bloated figure upon a throne-like seat. The mottled, fungous body-sphere of this creature is topped by a toadstool-like growth with a face upon it. The body has four elephantine legs, but no visible arms. Seated beside this abomination is an obese, male, demonic figure (a cambion, in all probability), also seated on a throne.*

The horrid creatures depicted in the frescoes are Zuggtmoy and Iuz. There is nothing in the room of value.

## AREA 346 – CARPETED CHAMBER

This plain room is unfurnished, save for a thick carpet on the floor and many empty wall sconces. Its walls are solid, stone blocks, closely set and polished. The room has no occupants.

This area was originally a guardroom where demons and the like stood watch when Zuggtmoy held council.

The secret door on the west wall can be located with a successful DC 15 Wisdom (Perception) check.

## AREA 347 – LAVISH CHAMBER

This place is decorated in purples and reds: rugs, cushions, upholstered furniture, wall hangings, etc. A large divan, covered in plum silk worked with nauseating green and orange figures, dominates the north wall. Behind this couch is a tapestry depicting the spherical creature with the mushroom neck and head. Before the couch are several stools of cinnabar. All the wood is inlaid with mother-of-pearl, showing demons, fungi, and worse. The wall cressets and sconces are of bright copper, either recently attended or magically kept polished. Before a throne, a gold bowl contains platinum pieces.

**Treasure.** The bowl is worth 235 gp. It contains 21 platinum coins, each marked with the face of the demoness with an evil rune on the obverse.

**Development.** The platinum tokens show that the bearer has the special favor of Zuggtmoy. If the tokens are openly displayed to intelligent inhabitants of Dungeon Level 2 or 3, they grant the bearer advantage on any Deception or Intimidation checks.

## AREA 348 – PURPLE HALL

The stones here are of a deep purple color, and all furnishings are of a similar hue: a mauve carpet, lilac and puce wall hangings, even a long table with 12 chairs and a larger one at its head are lacquered violet. Bronze candelabra are on the table, and bronze wall sconces are placed at regular intervals. This place was probably a council chamber. The south wall bears a large map of the Flanaess with the Temple at its center. It shows the conquests of the Temple shaded in purple along with dots of purple, black, red, green, white, and brown. Some cryptic marks are by each dot, shown by most cities and towns.



The furnishings here are well-constructed and sturdy, but only of typical value.

If a *comprehend languages* spell is used to examine the map, its writings reveal the identities of individuals in many nations (to be fleshed out by the DM, as necessary). Each is a secret agent of Chaotic Evil serving Zuggtmoy, Iuz, and some aspect of Elemental Evil. If the party has visited the Village of Hommlet and/or the Ruined Moathouse (see chapters 4 and 5, respectively) and makes a successful DC 15 Wisdom (Perception) check, they are able to roughly locate a tiny icon representing the village environs on the map with three colored dots—one purple and one black near the village and a red dot near the Moathouse.

Continue if the door to the east is opened:

*The walls of the small room to the east bear an assortment of weapons: a longbow, a quiver with a score of arrows, a longsword, a spear, and a sheaf of four javelins. All the weapons except the bow are silvered; the arrowheads are solid silver.*

The secret door here can only be triggered by inserting an arrowhead into a small opening. Characters making a successful DC 14 Wisdom (Perception) check can locate the door, and those further making a successful DC 14 Intelligence (Investigation) check can discern the method by which it is opened. Alternatively, the DM can simply describe the small aperture to the players and let them work it out themselves. The door provides access to area 340.

**Developments.** If the map is taken to the Archcleric of Veluna at Mitrik, he will pay a 10,000 gp reward for the information, and those responsible earn the high favor of Veluna.

## AREA 349 – PLEASURE CHAMBER

*This spacious chamber is filled with opulent furnishings: carpets of rich golden hue, nine plush purple chairs, five green velvet divans, 10 cushions of gray watered silk, eight satin ones of deep orange, and six ottomans of shining black leather. Wall murals and tapestries show scenes of debauchery amidst a forest of fungi upon beds of mold and like places. A throne-like, golden seat stands in the room's center. One tapestry shows the round-bodied, elephant-legged, fungi-headed, bulbous thing seated on the throne chair amidst a revelry of fungoid forms.*

All the furnishings in this death trap are creatures. The carpet is yellow mold; the chairs are violet fungi; the couches are covered with green slime; the ottomans are black puddings; 10 of the pillows are gray oozes, and eight are ochre jellies. Walking on the carpet automatically causes the mold to send forth its poisonous spore clouds, and the touch of warm-blooded flesh causes any piece of furniture to change to its true form. Zuggtmoy can, of course, relax here and enjoy herself.

A character with a passive Perception score of 15 or higher notices that something here is amiss. Characters that state suspicions should likewise be allowed a DC 13 Wisdom (Insight) check. If the check is successful, the character feels uncomfortable here and feels that something is “off” in the chamber.

The following creatures are here:

- Fifteen patches of yellow mold (*DMG*, p. 105; carpets)
- Nine **violet fungi** (chairs)
- Five patches of green slime (*DMG*, p. 105; divans)
- Ten **gray oozes** (cushions)
- Eight **ochre jellies** (cushions)
- Six **black puddings** (ottomans)

The secret door on the east wall can be located with a successful DC 15 Wisdom (Perception) check. It can be opened by placing a single coin in an aperture which releases the catch. This can be deduced with a successful DC 12 Intelligence (Investigation) check. The door leads to area 340.

**Treasure.** The throne weighs 400 pounds and is worth 50,000 gp intact. It is so wide, however, that it will not fit into a *portable hole* or a *bag of holding*. If smashed, the bullion value is only 3,800 gp.

## AREA 350 – HALL OF SCULPTURE

*This place is filled with cabinets and lined with shelves, and even the walls have many alcoves and niches. All bear sculptures of ceramic, bone, stone, shell, and other material. These figures depict mushrooms of all sorts—toadstool, fungus, blight, etc.—in all colors, sizes, and shapes. Some dozen or so larger sculptures are made of ivory, inlaid with translucent materials, and stand on the floor, apparently for use as stools by those who wish to rest while viewing the gallery's offerings.*

The 13 stools are **shriekers**, enchanted to appear inanimate. If touched, a stool changes to its actual form and wails loudly; this brings Zuggtmoy, if she is able to enter the room, or else alerts her as to the intruders' location.

**Treasure.** If 30 minutes or more are spent examining the various sculptures and a successful DC 13 Intelligence (Investigation) check is made, eight valuable ones are identified (worth  $2d4 \times 100$  gp each). Four others radiate magic but have no other apparent worth; if thrown down, each changes (permanently) into a normal **shrieker**.

## AREA 351 – EARTH-FLOORED ROOM

*This place is fashioned of polished, brown stone. The ceiling overhead is 12 feet high. No cressets are here, nor is there any other place to put torch or candle. The floor is dirt from wall to wall—a rich dark soil, loosely compacted. The room is otherwise empty.*

The soil here is 6 feet deep. It requires at least 30 minutes to search through all the dirt, but no treasure is here, and the party only gets dirty for their trouble. This room is where Zuggtmoy once came to sleep, her stem-legs planted in the loam.

The secret door on the west wall can be located with a successful DC 15 Wisdom (Perception) check.

## AREA 352 – EAST HALL

*The polished steps descend some 20 feet into a hall which broadens to a 40-foot width. The floor here is serpentine and porphyry. The walls are of black marble veined with green and purple. Runes of glowing gray and inky black mark the walls with glyphs that seem to run and shift into other forms when not viewed directly. Weird light comes from silver-cupped, bronze and copper cressets spaced at 5-foot intervals on the walls. Strange flames leap from them, in all the colors of the rainbow—first one hue, then another. The arched ceiling 30 feet above is apparently sheathed with gleaming silver, reflecting light to the polished walls and floor.*

*Three large pedestals stand 20 feet to the west. Each is 12 feet tall and about 30 inches in diameter, topped with a metal skull seemingly cast as part of the pillar. Each likewise bears strange signs and sigils that shift and change to be unreadable. The southern pillar is electrum; the center, gold; the northern, platinum.*

**Treasure.** The electrum pillar can be estimated (if of solid metal) as being worth 50,000 gp. The gold pillar is worth about 100,000 gp; the platinum, 500,000 gp. See area 353 for more information on these pillars.

## AREA 353 – GREAT HALL

**DM Note:** This is a complex encounter; the DM is advised to carefully read through the room description and prepare before player characters access this area.

*Some 30 feet beyond the odd pillars, the hall broadens to a width of 60 feet. A huge dais of translucent alabaster commands the west end of the place. Before this stepped platform is a magical device, set in the floor—a hexagon whose two interlocking, equilateral triangles and the circle that rings them seems to be made of molten electrum. Tips protruding from the sides of the central hexagon glow different colors; clockwise from the north being red, orange, yellow, green, blue, and indigo. The center of the device pulses a pure purple light.*

If all four of the sealed, bronze gates have been broken, this device will take any and all who step within its purple center to Zuggtmoy's own Abyssal plane. If not, then nothing happens if it is entered.

The dais is marked "a" on the map; if it is approached, continue with the following description:

*Atop the dais to the west is a huge throne of silver, adorned with hundreds of precious gems. These are set to form leering demon faces, skulls, fungi, and like patterns; they are of all colors, sizes, and shapes. Behind this seat is a huge tapestry of deep purple, worked in red, green, ochre, and white to show various fungi. You find it difficult to see details of the throne or the tapestry behind, for the west end of the room is dim and shrouded in a black mist. As you approach, you see a small, fat, old crone seated on the throne, almost lost in the huge seat. She cringes and shrieks when you approach, shrieking, "You won't get my treasure!" With that, she fumbles with the arm of the chair, and her voice suddenly booms out, "You may take my pillar of electrum. Begone!"*

If intruders attempt to move the pillar, it rises easily (as if a mere staff) and can be carried by a single person. However, if it comes within 60 feet of the bronze gates in area 340, the pillar suddenly leaps from the grasp, smashes the gates, and crumbles to dust! If this occurs or if the offer is not accepted, the hag (**Zuggtmoy**; see appendix A) offers the gold column next. Whether refused or accepted, the platinum pillar is offered last.

The first (electrum) pillar is enchanted only to break the gates in room 340, and crumbles to dust after doing so (the minuscule remnants being worth nothing).

The gold pillar breaks those doors and continues up to Dungeon Level 2 (see chapter 10), passes corridor areas 227 and 209, enters the Octagonal Chamber (area 210), and sunders the gates therein, crumbling at that time.

The platinum pillar can, if used alone, sunder both gates as the gold and the gates in area 145 on Dungeon Level 1 (see chapter 9) as well.

If the three pillars are each accepted and then used to sunder gates, the first breaks only the lowest gate, the gold breaks only the gate in area 210, and the last breaks not only that in area 145 but continues unabated to crush the portal at the Grand Entrance (area 1 in chapter 8). Thus, only if all three offers are accepted can the pillars free Zuggtmoy completely.

If all three offers are rejected, continue with the following description:

*The crone desperately fumbles with the arms of the throne once again. First, an olive ray springs forth eating a small hole in the floor; then, one of maroon hue appears, disintegrating some of the metal sheathing in the ceiling. A prismatic sphere of odd colors then springs up, as even more rays of green and red shoot forth. These beams bounce around inside the sphere, causing swirls of radiance and sparks. Hideous shrieks come from the figure bathed in the rays—and the hapless crone is blasted and turns into a fine, gray ash!*

This is an illusion, of course. The crone, Zuggtmoy, has slipped invisibly behind the tapestry to see what the intruders will do. Part of the magic which binds the place involves greed. When and if Zuggtmoy is freed (whether by the taking of the pillars, which is still possible at this time, or by the prying of gems from the throne; see sidebar), she can take all the treasures from this place (including those secreted in the niche behind the tapestry; see “Treasure,” below) to her own plane, which she will certainly do if remaining in the Temple seems dangerous.

The tapestry conceals a doorway to a niche area designated “b” on the map; this doorway is discoverable by a character with a passive Perception score of 10 or higher or found automatically if a character moves the long



## THE THRONE

The huge throne of silver is set with 666 precious gems:  $300 \times 50$  gp,  $200 \times 100$  gp,  $100 \times 500$  gp,  $33 \times 1,000$  gp, and  $33 \times 5,000$  gp. Included is every type of precious stone known to man. Each stone is attuned to a demon: a **vrock** to each of the least value; a **hezrou** to those of 100 gp; a **glabrezu** to those of 500 gp; a **nalfeshnee** to those of 1,000 gp; and a **babau** (see appendix C) to those of 5,000 gp.

Anyone possessing one (or more) of these stones gains demonic attention at a time they least desire it. DM discretion is required with regards to the exact nature of this attention. The break enchantment special function of a *dispel evil and good* spell can be used to cleanse  $2d6 \times 10$  gems.

**Development.** If all the gems are pried from the throne, Zuggtmoy is freed to return to her home plane (as if all the bronze gates had been sundered), but is imprisoned there for 66 years, after which she may come forth with all her normal powers.

tapestry. If a character tries to explore the curtained alcove to the west where Zuggtmoy hides, she bends the perverse nature of the room to her will, generating a *fear* effect (spell save DC 22) in an attempt to drive them back. She hopes to encourage intruders to take the throne's gems. If the party leaves before prying them loose, she assumes her normal form and moves to attack physically.

If the party explores the alcove behind the tapestry, read or paraphrase the following:

*Beyond the tapestry behind the throne is a corridor, 80 feet long and some 10 feet wide. It is unlit and has no furnishings. A recess in the south wall forms a shelf about 2 feet deep and 10 feet long, the niche being about 4 feet tall. On the shelf are only four dusty stones.*

If all four stones are moved simultaneously, the rear wall of the niche slides upward to reveal the contents of “Treasure” (see below). However, if the stones are moved singly or in some combination other than all at once, the following effects occur (keyed per stone):

**Stone #1.** A hidden, razor-sharp, blade scythes downwards, cutting off any body part thrust over the shelf (no saving throw). This causes 22 (4d10) slashing damage, and any limb needs to be replaced with a *regenerate* spell.

**Stone #2.** A volley of 1d4 poisoned darts shoots out to a range of 15 feet in front of the shelf area. Each dart has an attack bonus of +8 and inflicts 2 (1d4) piercing damage on a hit. The tip of each dart is furthermore covered with a fungal poison, and anyone hit must make a DC 15 Constitution saving throw, taking 14 (6d6) poison damage on a failed save, or half as much damage on a successful one.

**Stone #3.** Nothing happens for 1 round; then, a *lightning bolt* streaks the length of the corridor, for 66 (12d10) lightning damage. A successful DC 15 Dexterity saving throw results in half as much damage.

**Stone #4.** A jet of green slime erupts from the back of the shelf area, spraying an area 20 feet in length. Each victim in the area must make a successful DC 17 Dexterity saving throw or be covered. (See page 105 of the *DMG* for details on green slime.)

The traps on stones 1 and 2 may be disabled with thieves' tools and a successful DC 15 Dexterity check. These two traps may be detected with a successful DC

13 Intelligence (Investigation) check, which indicates alterations made to the shelf nearby. The traps on stones 3 and 4 involve triggered enchantments and may not be detected or disabled via normal means, but both these stones radiate magic if detected for, and a successful *dispel magic* spell (DC 17) cast on either stone disables its magical trap.

The secret doors at either end of the niche area can be found with successful DC 15 Wisdom (Perception) checks.

**Zuggtmoy Bound.** Zuggtmoy's statistics in appendix A show her at full strength. If she is fully bound, she can't use the following:

- Damage resistances
- Innate Spellcasting trait
- Legendary Resistance trait
- Magic Resistance trait
- Magic Weapons trait
- Protective Thrall reaction
- Legendary actions

If one or more gates are sundered, Zuggtmoy gains additional powers (usable at will, to a maximum of one per round), as detailed below. Effects are cumulative, of course.

- **No Gates Broken.** As above. If she is defeated at this power level, the party earns 33,000 XP.
- **One Gate Broken.** Zuggtmoy regains her Magic Resistance and Magic Weapons traits and all her damage resistances. If she is defeated at this power level, the party earns 35,000 XP.
- **Two Gates Broken.** Zuggtmoy regains her Legendary Resistance trait and her Protective Thrall reaction. If she is defeated at this power level, the party earns 38,000 XP.
- **Three Gates Broken.** Zuggtmoy regains her Innate Spellcasting trait. If she is defeated at this power level, the party earns 41,000 XP.
- **Four Gates Broken.** Zuggtmoy regains her legendary actions. If she is defeated at this power level, the party earns full XP (50,000).

In addition, if one or more magical gates are sundered, Zuggtmoy gains partial or complete freedom from her

magical imprisonment. If the lowest gate (see area 340) is sundered, Zuggtmoy is no longer imprisoned in areas 353a and 353b, and is free to roam the entire north dungeon (areas 339 through 353). If the gates at the top of the stairs (see area 210 in chapter 10) are also broken, she is free to roam Dungeon Levels 2 and 3. If the upper gate (see area 145 in chapter 9) is opened, she is free to roam Dungeon Levels 1 and 4 as well. If the outer gate (see area 1 in chapter 8) is also broken, Zuggtmoy is completely freed.

**Treasure.** In the secret niche are the following items: a *wand of fireballs*, a *mace of smiting*, a *ring of feather fall-*

*ing*, a *Daern's instant fortress*, a scroll rack holding five *spell scrolls* (*circle of death*, *maze*, *reverse gravity*, *stinking cloud*, and *symbol* [*discord*]), and a box containing eight potions (*animal friendship*, *climbing*, *flying*, *healing*, *heroism*, *invulnerability*, *longevity*, and *poison*).

**Developments.** If Zuggtmoy surrenders to save her life, she will get out her treasures and exchange them for safety. If the characters do manage to slay Zuggtmoy, remember that the four elemental symbols in area 339 vanish, and the Elemental Nodes collapse as well. The party may then investigate the corridor alcove west of the Great Hall.

## CHAPTER TWELVE

# The Temple of Elemental Evil

## Dungeon Level 4

he Fourth Level of the dungeon is reserved for the leaders of the Temple and their high guard. The Greater Temple (area 419) is the central command headquarters of all current operations of the Temple of Elemental Evil. Recruiting drives, raids, temporary and long-term plans—all are the products of the leaders herein.

### GENERAL FEATURES

Dungeon Level 4 of the Temple of Elemental Evil is depicted on map 26.

For additional information on the features of this level, see chapter 8.

**Wandering Monsters.** The first time the characters enter a dungeon room that isn't otherwise occupied, check for a random encounter. Also check for a random encounter every 10 minutes the characters spend exploring the corridors of this level. If the party rests, check once per short rest and four times per long rest. Roll 1d100 to determine what is encountered or simply choose an entry from the table.

### WANDERING MONSTERS: DUNGEON LEVEL 4

D100	Encounter	# App	XP	Source	Notes
01-02	Black pudding	1	1,100	MM, p. 241	
03	NPCs	Varies	Varies	Appendix B	See description
04-05	Ettin	1	1,100	MM, p. 132	
06-07	Trolls	1d2	1,800	MM, p. 291	
08-10	Gargoyles	1d4 + 2	450	MM, p. 140	
11-12	Hill giants	1d2	1,800	MM, p. 155	
13-15	Ogres & bugbears	Varies	Varies	Varies	See description
16	Ogre shaman	1	700	Appendix C	
17-98	No encounter	NA	NA	NA	
99	Zuggtmoy	1	Varies	Appendix A	See description
00	Zuggtmoy, with others	1+	Varies	Varies	See description

### BLACK PUDDING

A **black pudding** wanders the halls of Dungeon Level 4 scavenging for bits of food. It tends to stay somewhat near area 405, as there is a ready source of food scraps from the kitchen staff. If it encounters sentient creatures, it often ignores them, waiting for a bit of organic material as a snack. If none is forthcoming there is a 50% chance it attacks. Otherwise, it merely wanders off in a random direction.

### ETTIN

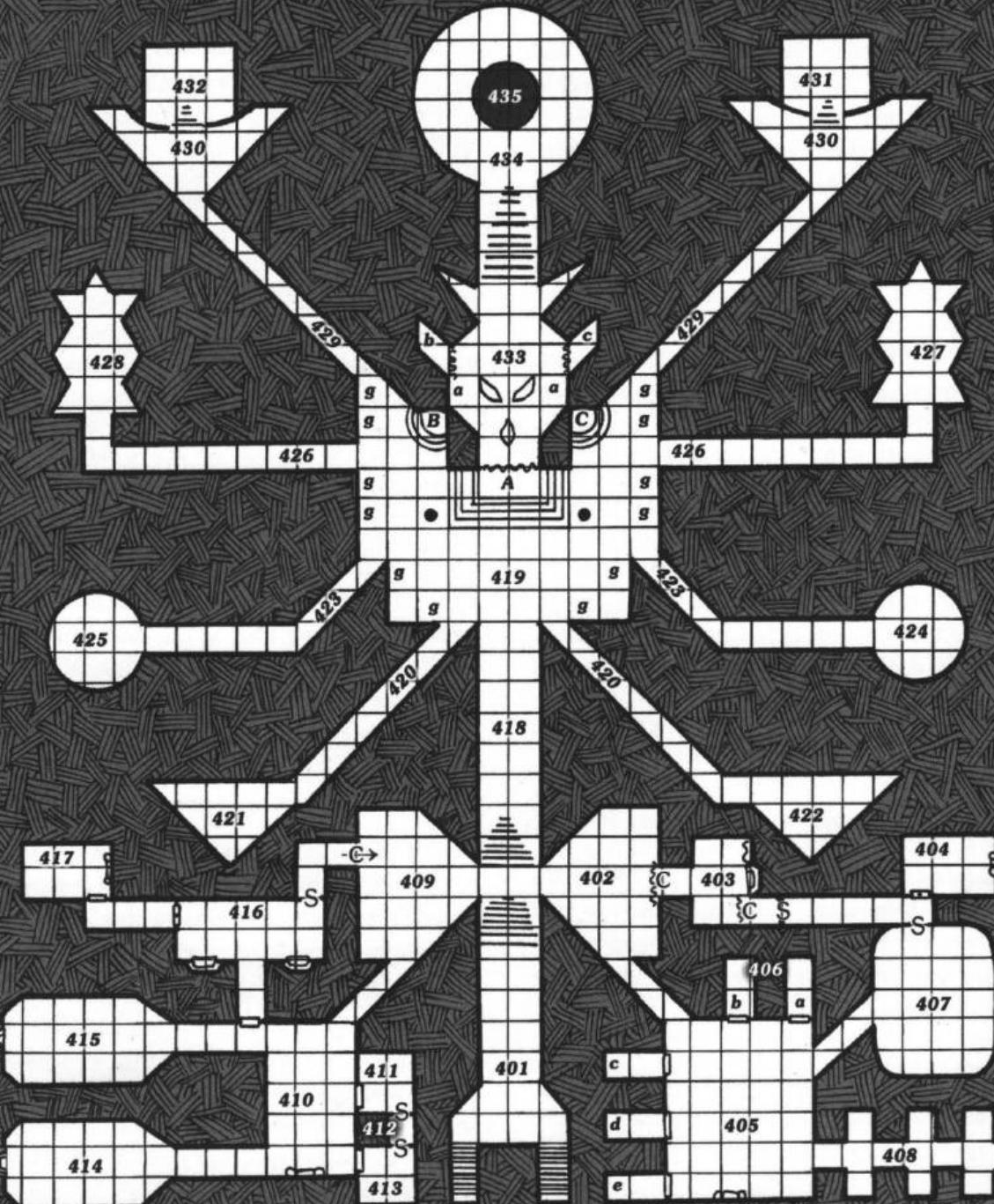
An **ettin** (from area 415) is on patrol checking on the other guards. It does not carry any throwing rocks. If encountered, it attempts to flee to the nearest guard post to rally support.

### GARGOYLES

Gangs of **gargoyles**, mockeries of Elemental Evil incarnate, patrol the halls of this level. If they detect the characters first, they utilize their False Appearance trait to appear as statues before launching a surprise attack.

MAP 26  
DUNGEON LEVEL 4

0 = 10 FEET



## HILL GIANTS

These **hill giants** are out checking on the other guards. There is a 50% chance each one is carrying a rock in a sack slung over its shoulder. The rock is suitable for throwing, a favorite tactic before entering melee.

## NPCS

**Smigmal Redhand** and **Falrinth** (see appendix B for both), with the latter's **quasit familiar**, Kriitch, are heading down from their rooms on Dungeon Level 3 (see areas 336 and 337 in chapter 11) for an audience with Supreme Commander Hedrack in area 417. The topic of discussion is the meddling actions of a band of adventurers stirring up trouble on the other levels. If engaged, they attack for a few rounds, but then seek to flee to the nearest guard post to rally the troops. If either of these two have been defeated, the other appears alone. If both have been defeated, then no encounter occurs.

## OGRE SHAMAN

From time to time, the **ogre shaman** (see appendix C) cook from areas 405 and 407 wanders the hall with a pot of nasty gruel and a ladle. It seeks others willing to taste its latest culinary cuisine. It assumes the characters are mercenaries and offers them (all) a taste. If sampled, a successful DC 12 Constitution saving throw is required, or else the taster becomes poisoned for  $1d4 \times 10$  minutes. The ogre shaman does not have its greatclub, so it uses the ladle and the pot as improvised weapons (+5 to hit, 8 [2d4 + 3] bludgeoning damage). The first hit with the pot inflicts an additional 1 fire damage from the scalding-hot contents.

## OGRES & BUGBEARS

This mixed band of giants and goblinoids includes 1d4 **ogres** and 1d4 + 1 **bugbears**. They are heading to area 405 to get a between-meal snack. If challenged by the characters, they flee 50% of the time, as they should be on guard duty somewhere on this level.

## TROLLS

These **trolls** are wandering the halls checking on the guard posts. They fight to the death.

## ZUGGTMOW

The demoness **Zuggtmoy** (see appendix A) is moving about and assessing the readiness of her forces in the fallen Temple. She is either alone (die roll 99) or traveling with one of the above groups (die roll 00). If the latter, roll 2d8 and consult the table again to determine who accompanies her. Zuggtmoy's XP value varies depending on her degree of freedom; see area 353 in chapter 11 for full details. (If she is still imprisoned, treat either of these rolls as no encounter.)

## SCALING THE ENCOUNTERS

The encounters presented on Dungeon Level 4 were designed for five to eight 4th- or 5th-level characters. For this conversion, they are presented as they occurred in the original text. Most parties of fifth edition characters range in size from four to six, and most will be all 6th- or 7th-level, assuming they proceeded through the prior levels of the Temple in a normal progression. That being stated, the DM might want to adjust the challenge of several of the tougher encounters to bring them in line with modern standards. These include:

**Area 405.** If the characters arrive here at mealtime, they could encounter 10+ bugbears and ogres. This would be a deadly encounter. Perhaps allow an easy chance to escape unnoticed or reduce the number of each humanoid by half.

**Area 419.** If this level is on alert, this will be a very deadly encounter. This is by design, and the characters should be encouraged to engage in hit-and-run tactics. If the party gets overwhelmed, have them captured and thrown into a random Elemental Node to prevent a TPK and continue the campaign.

**Area 433.** If the level is on alert, all the Temple leaders are here to lead a final stand. There is also a chance Iuz himself can be summoned to this chamber. The DM is strongly encouraged to run this encounter area (and that of area 419) with caution, as there is real potential to wipe out the characters. The arrival of St. Cuthbert should not be random, but instead, occur at an opportune time to turn the tide back to the forces of Good. This (along with area 419) is likely the conclusion of this adventure and possibly the campaign itself. It should be memorable.

**Area 434.** If the characters unwisely pry 66 gems from the throne, Iuz arrives with a host of demons. The only hope for the characters in this circumstance is the timely arrival of St. Cuthbert. The two deities whisk away, but a few demons should remain to provide a suitable challenge for the characters.

## IUZ AND ZUGGTMÓY

Iuz is present on Dungeon Level 4 on occasion, as he visits here to gather information and to offer advice. The Temple personnel are respectful of both Zuggtmoy and Iuz in a practical sense rather than one of awe, seeing the Two as great leaders and commanders rather than dwelling on their true aspects of demoness and demigod. It is only by Iuz's influence and occasional instructions that the humans herein keep some small measure of order amongst their unpredictable humanoid minions.

Zuggtmoy's current location is not known to any of the Temple personnel or to Iuz. The masterminds of the Greater Temple maintain some degree of contact with Zuggtmoy herself by way of a special magical area deep within the compound (area 435). They are all aware of her imprisoned state, but do not know where that prison may be. Iuz suspects the true location (areas 339-353 on Dungeon Level 3; see chapter 11), but neither he nor his followers have been able to penetrate it. But none have pressed the matter with great diligence for several reasons. Iuz is satisfied with matters as they stand, at least for the moment; he is doing a few things with which Zuggtmoy's presence might have interfered. Zuggtmoy is known to be alive and well, as gleaned from her communications with those in the Greater Temple; so, nothing is to fear from that quarter. And finally, a being more powerful than Iuz, the lesser god St. Cuthbert Himself, has been vigilant regarding Temple affairs from the beginning, and it seems best to postpone the inevitable confrontation with that august personage for a time. Thus, Zuggtmoy's prison is not likely to be sundered by the efforts of her allies and followers in the short term.

## IUZ AND ST. CUTHBERT

Character or NPC actions herein may result in the appearance of the demigod Iuz, the lesser god St. Cuthbert, or both. Should Iuz be attracted or summoned (either by the direct actions of local residents or by character missteps), St. Cuthbert probably (90% chance)

arrives as well in 1 minute; if not, the characters are surely doomed. St. Cuthbert will not appear unless Iuz does so first. Zuggtmoy's freedom or lack of it does not affect St. Cuthbert's actions in any case.

If St. Cuthbert does appear, he and Iuz will have a few words for all to hear and then vanish together in a puff of smoke and a thunderclap, as they will not further discuss or settle their differences in the presence of their followers or other mortals. Before their departure, however, Iuz first restores his troops with a gesture, and his ancient enemy will do the same immediately thereafter. This has the effect of animating all slain evil troops wearing the symbol of Iuz (i.e., the Temple guards), restoring them as **zombies** (for humans) or monster zombies, such as **ogre zombies**. Trolls and gargoyles are not brought back as undead abominations, but **bugbear zombies**, **ettin zombies**, and **hill giant zombies** (see appendix C for all) will be created. Leaders wearing the golden skull are also revived, as if *raise dead* and *heal* spells were administered. Slain characters are similarly revived by St. Cuthbert with a *raise dead* spell and healed either to 20% of normal hit points or, if the character is a follower of the deity, with a full *heal*.

## THE ELEMENTAL NODES

Zuggtmoy's splendid Greater Temple (area 419) and Iuz's chamber north of it (area 433) are important features of Dungeon Level 4, but others are even more critical. Eight long corridors stretch from the sides of the Temple, each a color corresponding to one of the four elements. These corridors lead to permanent, magical gates, each marked by a corresponding shape already seen in the upper dungeon levels: a circle for Air, a triangle for Earth, a square for Water, and the eight-pointed Fire symbol. See player handout 17 for depictions of these symbols. Two gates exist for each such symbol, however. One of each pair leads directly to the corresponding Elemental Plane; the other leads to a nearby partial plane called a Node. The Nodes are detailed in chapters 13 through 17 of this publication.

The Elemental Nodes form the basis for the whole evil operation. They are as cauldrons, used to mix evil and elemental forces in an unholy recipe concocted by Zuggtmoy and Iuz over a decade ago. Within the Nodes are special creatures to be used as future troops and specialists. The Nodes and the *Orb of Golden Death* (see appendix D) were created together and are directly

and magically linked. The powers of this artifact come from the Nodes; if the *Orb* is destroyed, the Nodes are likewise destroyed (and vice versa, though destroying a plane of existence is a far greater task).

## CHARACTER ACTIONS

This dungeon level is a dangerous place even for higher-level characters. Cautious characters must explore quietly and carefully, and they should quickly realize the dangers herein. If they take appropriate measures, such as disguise (preferably magical, *polymorph* being quite convenient, or even *alter self* or *disguise self*), they might be able to infiltrate, misdirect, encourage chaos, and generally turn the place into shambles without wasting too many resources. Refer to area 414 for an example of an NPC that has done just that. On the other hand, direct frontal attack is nearly suicidal. If necessary, an overzealous party might be surprised, captured, and simply ejected (or banished to the one of the Nodes) as soon as they reach the intersection between areas 402 and 409.

If the party has been ravaging the dungeon's upper levels, those herein will be on alert status (see "Troops and Sentries" below), maintaining exact guard positions and ready for trouble. If characters have allowed any victims or witnesses to escape, a fairly good description of them will have reached this area, and retribution will be as swift and cruel as possible. On the other hand, if characters have carefully explored the upper dungeons in such a way as to slay few and escape with maximum gains, they will probably not have this reputation. The forces of the Greater Temple may be relatively unprepared, and if the characters are taken, they might be thrown to the Nodes rather than exterminated.

If player characters venture into the Nodes on their own accord, without first obtaining the *Orb* from its current custodians (see area 338 in chapter 11), they may suffer further defeat and even entrapment therein. If they have not received the special poem-clue on player handout 9 (see "Clues" and "The Poem" in chapter 8), review that information and select a method for introducing it on this level. If players ignore the fairly explicit instructions in the poem or do not leave the dungeon setting for respite, they will probably blunder into the Nodes unprepared. Do what you can to channel them back to the dungeon (by means as detailed in chapter 13's preface to the Nodes), so they may obtain another chance at complete success.

## TROOPS AND SENTRYES

The troops of the Temple include the rank-and-file bugbears and ogres, led by hill giants and ettins, all commanded by human clerics and wizards. The troops are used for nearly any sort of task anywhere in or near the Temple and its dungeons, being a powerful strike force capable of well-coordinated attacks under their human strategists. The Temple guards, who stay here at all times, are a horde of gargoyles and trolls, offering either aerial or ground attacks (or both) against intruders, and having good resistance and stamina. Guards are often supplemented or reinforced by troops.

Nearly all the Temple's regular forces wear distinctive garb, even though armor or clothing may not be their norm; only the gargoyles wear none. For ceremonial occasions, the entire force is attired suitably in a color matching one of the four elemental forces. However, more protective garb is the rule at most times. Armor is either black leather or blacking on metal with a similar shield, if one is used. Both shield and armor are decorated, the latter typically high on the back. The designs employed vary by troop rank. Regular troops (bugbears and ogres) wear Zuggtmoy's Eye of Fire, the symbol first encountered in the ruins by Hommlet (see player handout 4). The guards (trolls, giants, and ettins) and the bugbear and ogre chiefs wear the ensign of Luz, the grinning, red, horned skull so common to the guards on Dungeon Level 2 (see player handout 18). The clerics and wizards wear the emblem of the *Orb of Golden Death*, a golden skull without a lower jaw but with a jeweled crown (see player handout 14).

The positions of the residents depend on the relative status of the area. If characters have recently been raiding the upper dungeon levels heavily (i.e., if half or more of the inhabitants therein have been slain), the Greater Temple will be on special alert for intruders. A lighter guard schedule is used otherwise. The resulting positions are as follows for the hours of 8 AM to midnight: Cut all numbers in half at other times, using one guard to watch a pair of adjacent corridors (areas 420 and 423, and areas 426 and 429) from a position just inside the Temple proper.

Human leaders usually keep position behind the main altar (see area 419) during alerts but may be anywhere at other times. A preferred tactic is to cast *haste* on most of or all the ogres massed in the Temple while intrud-

ers are delayed on the stairs. If the invaders turn off into a barracks area, troops will be quickly moved into position to cut off possible escape. See the table for a summary of the troop and guard positions both during normal operations and while on alert.

## TROOP AND GUARD POSITIONS

Area	Normal	On Alert
401	Empty	<b>2 trolls</b>
402	<b>2 trolls</b>	<b>2 trolls</b>
409	<b>2 trolls</b>	<b>2 trolls</b>
410	<b>1 troll</b>	Empty
416	<b>1 troll</b>	Empty
418	Empty	<b>2 trolls</b>
419	<b>2 trolls</b> and 1d2 + 1 gargoyle	10 ogres, <b>ogre chief</b> (see appendix C), <b>ogre shaman</b> (see appendix C), 12 gargoyle, and 3 human leaders
420 (x2)	Empty	<b>1 hill giant</b>
421	<b>1 hill giant</b>	<b>2 bugbears</b>
422	<b>1 hill giant</b>	<b>2 bugbears</b>
423 (x2)	Empty	<b>1 ettin</b>
424	<b>1 ettin</b>	<b>2 bugbears</b>
425	<b>1 ettin</b>	<b>2 bugbears</b>
426 (x2)	Empty	<b>1 ettin</b>
427	<b>1 ettin</b>	<b>2 bugbears</b>
428	<b>1 ettin</b>	<b>2 bugbears</b>
429 (x2)	Empty	<b>1 hill giant</b>
430 (x2)	<b>1 hill giant</b>	<b>2 bugbears</b>

Thus, when not on alert, the bugbears and ogres are generally moving about, patrolling, cleaning, and/or repairing areas of Dungeon Levels 3 and 4.

## TACTICAL NOTES

At times other than alerts, the residents wander a bit from their stations and may be found up to 50 feet away at any time. They may move to engage intruders if such seems appropriate but will sound an alarm while doing so. When an alarm is thus called, the others will eventually come to take their assigned positions, but this may require as much as 1d2 minutes of preparation and movement.

If fighting starts during alert status, those stationed at specific points do not move from those places to engage intruders unless specifically ordered to do so. They con-

tribute ranged attacks into melees in the Greater Temple whenever possible but will keep their posts and fight to the death.

The gargoyle (who actually live in the Temple itself) rove the place in groups of 1d4 + 2, but return to and defend the Temple during alerts, meetings, and so forth. Their primary purpose during an alert is to stop all flying intruders. Their secondary task is to enter melee by swooping from the air, as they might thereby gain an advantage against opponents already engaged.

During alerts, ettins and giants stand in corridors about 10 to 15 feet from the Greater Temple area, weapons at the ready. They contribute to melee in the Temple with thrown rocks, avoiding their comrades if possible (but often not entirely). Note that three of the ettins have been instructed by the giants in rock-throwing; these ranged attacks are considered improvised weapons, and thus, attacks have disadvantage and a reduced range. These ettins have this additional attack option:

**Rock:** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. The ettin has disadvantage on the attack roll.

The bugbears by the gates stay out of sight from the bulk of the corridor, around a corner if possible, with weapons at the ready. Note their Surprise Attack trait, and the fact that this could benefit their ranged attacks.

## KEY TO DUNGEON LEVEL 4 (MAP 26)

### AREA 401 – PROMENADE

**DM Note:** This area is normally empty but is guarded by a pair of **trolls** (from area 402) during alerts. If present, they alertly stand by the south wall between the stairways that descend from areas 307a and 312a on Dungeon Level 3 (see chapter 11), hoping to surprise intruders with a successful Perception vs. Stealth contest.

*The descending stairways empty onto a large landing. The walls of the landing are covered with mosaic murals depicting a nauseating scene of frolicking demons, vile goops and molds, and giant humanoids, all capering about amidst a field of their fallen, torn, and tortured victims. To the north, a 20-foot-wide and 30-foot-high passage slopes slightly downwards leading to more stairs.*

This stair seems often used with fresh and old footprints

all about. A successful DC 15 Wisdom (Survival) check reveals many Large- and Huge-sized footprints intermixed with Medium-sized ones. Small scraps of food and bits of bone lie in the dusty corners of the stairs' risers. In one corner is a small piece of torn parchment, easily found if characters examine the area. Upon it is a faded drawing; its details only discernible when held up to a bright light source. It is a crude depiction of a crowned skull with four lines (each about twice the length of the skull's height) emanating from the crown and a circle at the outer end of each line. This is depicted in player handout 15.

## AREA 402 – EAST WING

**DM Note:** In this area live four trolls, sentries for the troops of the Greater Temple (who lair in areas 405–408) and personal guardians of their commanders (those in areas 403 and 404).

*This oddly shaped chamber smells faintly of musky animal waste. Stained, lumpy, burlap bedding is piled in the northeast corner, among several small, wooden chests. The east wall is covered with an elaborate tapestry. A corridor about 10 feet wide and 15 feet high slants off to the southeast.*

Two **trolls** are present here at all times, and all four are present at night. The trolls' bedding is piled in the northeast corner of the area, along with four small chests. The trolls drag out their bedding at sleeping times and keep all their valuables in their locked chests; each one carries the key to its own chest.

The east wall is covered by a huge tapestry which depicts a great battle, apparently between the forces of Good and Evil. Therein, shining humans and winged humanoids are being blasted to the ground by magical rays issuing forth from the eyes of a gigantic, rotund, wrinkled face. On close inspection, the tapestry is in poor condition, but it might fetch 50 gp, assuming a buyer that tolerates the scene can be found. The tapestry weighs 50 pounds.

The tapestry conceals a normal-sized (but stoutly reinforced), locked, iron-bound door (to area 403) that can easily be found by peaking behind it. The trolls have no keys to this door. The lock can be picked with thieves' tools and a successful DC 18 Dexterity check. This door has AC 16, 27 hit points, immunity to poison and psychic damage, resistance to slashing and piercing

damage, and vulnerability to bludgeoning damage.

**Treasure.** The chest locks can be picked with thieves' tools and a successful DC 15 Dexterity check. Inside each chest is a random amount of coins and gems: 2d8 + 1 cp, 3d10 + 2 sp, 3d10 ep, 3d10 gp, and 1d4 gems of pure black tourmaline (500 gp each). One troll (determine randomly) also has a piece of obsidian crudely carved into the shape of a horsefly. This is actually a *figurine of wondrous power* (ebony fly), but the command word is lost and needs to be researched. However, this figurine is cursed to become a **chasme** after the seventh round of its seventh use. The chasme attacks and fights until destroyed.

**Developments.** If the characters pick the lock or break down the door, the occupants of area 403 are alerted to the intrusion and begin to cast defensive spells. Barkinar first casts *death ward* and then *sanctuary* on himself before preparing his offensive spells. Deggum casts *invisibility* on himself.

## AREA 403 – STUDY

**DM Note:** The occupants of this chamber are usually elsewhere on the Third or Fourth Level, except at night.

*Two normal beds stand along the north and south walls, nestled tightly into the western corners. Beside each is a wardrobe and a small table. The east wall of the room is dominated by a great, brick fireplace with marble mantle, upon which are various knickknacks: shrunken human heads, religious paraphernalia, carved figurines, and other interesting items. Decorative tapestries flank the fireplace on the east wall.*

This quiet room is the abode of Barkinar and Deggum, the commanders of the Temple Troops and Guards, respectively.

**Barkinar** (see appendix B) came to the Temple ruins to scavenge treasure years ago and stayed to serve the clergy here and earn even greater wealth. He worked his way up through the ranks over the last six years. Once a lowly acolyte of the Earth Temple, he became its leader through a series of treacherous and bloody maneuvers. Knowing talent when he saw it, Supreme Commander Hedrack (see area 417) brought the mature and experienced Barkinar to the lower levels of the dungeons for further instruction and into a new position to lead troops stationed here. Barkinar expects, but does not covet, Hedrack's exalted position. He bides his time, working

earnestly for the favor of Zuggtmoy and the Temple in any way demanded. He is patient, cruel, scheming, and utterly evil: a perfect officer for this milieu.

**Deggum** (see appendix B) is a half-elf, a renegade, and a runaway from his people in Welkwood. Drawn by rumors of the resurrection of evil might and by the promises of power and wealth from Lareth (from the Hommlet Moathouse Ruins; see chapter 4) and others like him, Deggum has found success and an accelerated rise in power through the Temple hierarchy. He is personally tutored by both Hedrack and Senshock (see areas 417 and 404, respectively), and is seen as a great future leader. He carries his spellbook in a pack at all times and studies his craft in his spare moments. The book contains the following spells, mostly derived from his tutor, Senshock:

- 1st level: *charm person, detect magic, feather fall, jump, magic missile, shield, unseen servant*
- 2nd level: *arcane lock, invisibility, knock, magic mouth, magic weapon, see invisibility, spider climb, web*

Both spellcasters attempt to rely on spells while engaging with the characters. Barkinar uses *command* and *hold person* to foil fighter-types. Deggum uses *invisibility* to avoid confrontation, and liberally uses *magic missile* and *hold person*. If the characters get the upper hand, Barkinar casts *sanctuary*, quaffs his *potion of speed*, and attempts to flee out the secret door in the closet. He hastens to areas 405-408 to rouse the troops and counterattack. If reduced to 10 hit points or fewer, Deggum casts *invisibility* and attempts to flee out an open door to warn Senshock or Hedrack. They use potions and curative spells as needed.

Each cleric carries a black scarab inscribed with the letters “TZGY,” which is used to control the curtain behind the main altar (see “Altar Curtain” in area 419). See player handout 16 for a depiction of these devices.

**Treasure.** The southern tapestry conceals an open archway leading to a neat closet, in which the clothing of the two clerics is kept hanging to either side. A full-length mirror is mounted on the east closet wall. Four pieces of gold jewelry (1,000 gp each) lie on a small shelf attached to the mirror’s left edge. These include two plain rings, a necklace, and a bracer. There is another identical (but empty) shelf at the right edge, which conceals a secret door that can be located with a successful DC 17 Wisdom (Perception) check. If the shelf is twisted

clockwise, the stone wall slides open revealing an entrance to a corridor that leads to the wizard’s room (see area 404).

The interesting knickknacks on the mantle were collected by the cleric residents of this chamber. Ten of them are worth a total of 3,500 gp (averaging 350 gp per item), although it requires a successful DC 15 Intelligence (Investigation) check to distinguish the valuable items from the junk. On each small table near the beds is a crystal ewer and cup (each set worth 250 gp).

## AREA 404 – SENSHOCK’S ROOM

**DM Note:** The door to this room is protected by an *arcane lock*. Picking the lock while enchanted requires thieves’ tools and a successful DC 25 Dexterity check. Breaking down this portal requires a successful DC 28 Strength (Athletics) check. (These DCs include +10 from the *arcane lock*.) The enchantment can be dispelled, or it can be suppressed for 10 minutes with a *knock* spell. The wizard Senshock can freely pass through this portal.

There is a 40% chance he is here at any time during daylight hours, working on his own projects or is, otherwise, busily conferring with clerics, instructing giants, or performing some other administrative task.

*The small room is well-appointed with tapestries on the walls and furnishings made of ebony and rosewood. A bed stands in the southeast corner, adjacent to a small fireplace in the east wall. A wardrobe stands at the foot of the bed between it and the door. The north wall is filled by a long workbench with beakers bubbling over small flames, bottles and boxes of various rare substances, and other laboratory paraphernalia. On the west wall is an oaken shelf unit, upon which are three large and heavily bound books, a group of 12 pieces of assorted jewelry all bearing a black skull motif, three wooden eggs, and two platinum medallions on platinum chains.*

This is the secluded lair of **Senshock** (see appendix B), Lord Wizard of the Greater Temple. Senshock is the respected and dreaded emissary of Zuggtmoy herself. Just as Iuz wields power through Hedrack and Barkinar, so do the scales balance through Senshock’s actions on Zuggtmoy’s behalf. He always carries his black scarab inscribed with the letters “TZGY” (see player handout 16) for controlling the curtain behind the altar (see “Altar Curtain” in area 419).



SBP

Long ago, as an apprentice in the local wizard's guild, Senshock learned to brew potions and craft wands, and has brought those talents here. He visits the lab (area 330 in chapter 11) on occasion or sends bugbears or trolls to fetch the necessary items but performs all his work here in his private room.

Senshock combines his attention to detail with grand strategy planning and is the actual source of many of the better tactics used by the Temple forces. He has been assured (by Zuggtmoy) of the position of High Commander and General of all the Temple's mighty forces once the reconstruction is complete. Iuz has been noncommittal about this, so Senshock is trying to gain Iuz's favor in any way possible.

**Treasure.** Each of the three books on the shelf is a trap, of course, and all the same type. The books are made of heavy wood (each one weighs 10 pounds), painstakingly painted to look real. A book sticks to anyone who touches it, due to a powerful curse (no saving throw). It remains so until a *greater restoration* spell is applied. The jewelry collection (12 pieces) is worth 25,000 gp as a complete set. It includes a pair of earrings, a tiara, three necklaces, four rings, two bracelets, and a brooch; each

piece is studded with diamond chips and onyx. The average value of individual pieces is 1,500 gp, if the set is split.

The wooden eggs appear to be nothing more than nicely crafted puzzles in which the pieces are cleverly interlocked. The set of three appears to be worth 750 gp due to the fine inlay work. In the center of each egg, however, is a crystal miniature of the unholy symbol used hereabouts; each figure is worth 1,000 gp but should be destroyed by good-aligned characters. The platinum medallions and chains also bear unholy symbols (150 gp each) but need only be melted down to be properly spoiled. If melted down, then each is worth 200 gp for the metal.

The wardrobe is stoutly made and has five secret compartments disguised as parts of the ornamental inlay design. A separate, successful DC 17 Wisdom (Perception) check is required to locate and open each compartment. Each space is a 2-inch cube, and the contents are as follows:

**Compartment #1.** Six black sapphires (5,000 gp each).

**Compartment #2.** One carnelian (50 gp) bearing a *glyph of warding*. If touched, it releases an explosive

runes fire effect in a 20-foot-radius sphere. All in the area of effect must make a DC 15 Dexterity saving throw, suffering 22 (5d8) fire damage on a failed save or half that amount if the save is successful.

**Compartment #3.** One crumpled, black handkerchief that is soiled and sticky from use. This *portable hole* contains Senshock's spellbook (see sidebar), a cursed *cloak of poisonousness* (see appendix D), and one large flask of alchemist's fire bearing a *glyph of warding*. The glyph is triggered if the flask is touched, releasing an explosive runes fire effect in a 20-foot-radius sphere. All in the area of effect must make a DC 15 Dexterity saving throw, suffering 22 (5d8) fire damage on a failed save or half that amount if the save is successful. Regardless if the save is made or not, the target triggering the blast suffers an additional 10 (4d4) fire damage from the alchemist's fire igniting. The target continues to take 2 (1d4) damage at the start of each of their turns until an action is spent on a successful DC 10 Dexterity check to put out the flames. Finally, in the *portable hole* are six wooden racks holding all 20 of the potions listed in chapter 7 of the *Dungeon Master's Guide* plus a *potion of hill giant control* (see appendix D). For potions that have subtypes, they are *hill giant strength*, *greater healing*, and *resistance (fire)*.

**Compartment #4.** Four jeweled (but nonmagical) bracers, each pair worth  $2d4 \times 1,000$  gp.

**Compartment #5.** A tiny pocket *mirror of life trapping*, already activated, which causes the first person looking into it to succeed on a DC 15 Charisma saving throw or become trapped (similar in effect to the full-sized version described in the *Dungeon Master's Guide*). If it catches a victim, it simultaneously releases its current occupant (a **purple worm**), as it has only one extradimensional space. The exchange is so rapid, however, as to produce the impression that the victim was polymorphed into the worm...

On the workbench are various skin grafts, hairs, tusks, liquids, and other items obtained from a variety of monsters (but no dragons), along with powdered gems, quicksilver, and other components. The whole setup is worth 20,000 gp plus another 500 gp for exotic glassware and utensils. The lot may be gathered and packed for travel at the rate of 1,000 gp worth per 10 minutes per person, assuming proper sacks and padding are

## SENSHOCK'S SPELLBOOK

The spellbook is hidden in a *portable hole*. Its contents are as follows:

- 1st level: *burning hands*, *charm person*, *detect magic*, *feather fall*, *find familiar*, *mage armor*, *magic missile*, *shield*, *unseen servant*
- 2nd level: *arcane lock*, *darkness*, *flaming sphere*, *hold person*, *invisibility*, *knock*, *magic mouth*, *see invisibility*, *web*
- 3rd level: *counterspell*, *dispel magic*, *fireball*, *fly*, *glyph of warding*, *haste*, *lightning bolt*, *tongues*
- 4th level: *arcane eye*, *conjure minor elementals*, *dimension door*, *fire shield*, *polymorph*
- 5th level: *conjure elemental*, *teleportation circle*, *wall of stone*

available. Needless to say, this lot is bulky and fragile, and it will be a time-consuming process to fully recover.

**Developments.** The Lord Wizard is a critical part of the defense plan for the Greater Temple, maintaining a post behind the main altar (see area 419) and adding his spells where needed in melees. He will not expose himself until or unless invaders are near defeat. Should the Temple guards suffer defeat, he will take his place in the throne room (see area 435) to brief Zuggtmoy about the events and will then *teleport* (using his *spell scroll*) to a well-studied, secret retreat in Verbobonc.

Senshock is privy to certain secrets of Iuz's but will never reveal anything of great import. If captured and examined by *detect thoughts* or similar means, however, Senshock can provide one interesting tidbit: Iuz is working against the Scarlet Brotherhood and seeks both Zuggtmoy (whose location is unknown even to him) and his mother Iggwilv (believed lost in the great Abyss) to aid him in this task. If charmed or otherwise magically coerced to reveal his secrets, Senshock will suddenly and mysteriously die, slain by Iuz himself.

**Awarding Experience.** If the unholy crystal and platinum accoutrements are destroyed, award the characters 200 XP each for the deed.

## AREA 405 – COMMON ROOM

This large hall is furnished with three sturdy, wooden tables and matching, oversized benches. The furniture is worn, stained, and marred with knife marks and other damage. At the opposite end of the hall is a large hearth complete with several swinging, iron hooks mounted on poles. Several battered, blackened cauldrons bubble over with nasty gruel. In the southeast corner of the room are piles of bedding in a tangled mess.

This area is the central meeting place, mess hall, and lounge for the rank-and-file troops of the Greater Temple: 12 **ogres** and 18 **bugbears**. The current inhabitants of the room are found by checking the time of day, as follows.

Meals are at 1-3 PM, 6-8 PM, and 1-3 AM. During these periods, the area is busy with 1d4 + 5 of each troop type. They take turns eating and then replacing others at their assigned tasks (wherever that may be), so ogres and bugbears are strolling in and out almost continuously. The place is loud and messy at these times. Those in the process of eating are usually also talking, arguing, engaging in minor food fights, and so forth. It's easy to surprise these troops as they are not expecting action during mealtime. Often, they stash weapons under the table or along a nearby wall, so their first action in combat is to grab a weapon and arm themselves.

The **ogre shaman** (who lairs in area 407; see appendix C) refuses to risk itself in guard duty and so, functions as the cook. It is assisted by four **bugbears** at all times. Between noon and 4 AM, the shaman/cook is 50% likely to be here or 40% likely to be in its nearby room, though it may (10%) be wandering in the nearby halls carrying a ladle of chunky fluid, looking for someone to taste its latest creation (see "Wandering Monsters" above). Though busy at mealtimes, it is otherwise 20% likely to be found dozing on one of the benches near the hearth.

During a one-hour period after each mealtime, one **black pudding** may (25% chance) be present, eating scraps from the cook (a friend it recognizes) and generally consuming everything else it is permitted.

At other times a group of 1d4 + 1 **bugbears**, 1d4 **ogres**, or both may be here secretly, trying to talk the cook into making a snack but, through experience with the stubborn shaman, expecting scraps at best. Roll 1d12 on the table below to determine if there are any visitors

and their composition:

### D12      VISITORS

1	Bugbears
2	Ogres
3	Ogres and bugbears
4-12	None

The bed piles of four bugbears are in the southeast corner of the room. This group is composed of the most recent losers in the various gambling games played by the troops, having lost their bunk privileges to those in area 408. They are thus also drafted as assistants for the cook and as tasters as well. They have no treasure; they constantly pilfer whatever they can, but their belongings are regularly stripped by the others or eaten by the wandering pudding. They have longbows (+4 to hit, range 150/600 ft., 6 [1d8 + 2 piercing damage]) in addition to morningstars, although these ranged weapons are stashed along the wall near their bedding.

## AREA 406 – BARRACKS

**DM Note:** Even if not encountered elsewhere, the ogres will only be found here 30% of the time. All doors are 10 feet high, closed, and unlocked. All rooms are identical.

*The door opens to reveal a spartan chamber 10 feet wide and 20 feet deep. A battered, wooden bed is pushed up against each wall to the left and right and is covered with a pile of stained, woolen blankets and mangy furs.*

Areas 406a through 406d are used by the ogre troops of the Greater Temple. Each room measures 20 feet by 10 feet and has a 15-foot-high ceiling. Areas 406a-d are each occupied by two **ogres**. In addition to the bed, each maintains an unlocked wooden locker—but the ogres keep all possessions on their persons, so these are either empty or contain a random assortment of worthless personal effects.

The southwest room (area 406e), identical to the others, is occupied by the **bugbear chief** and a **bugbear sub-chief** (see appendix C). The bugbear chief carries a spear (+5 to hit, range 20/60 ft., 10 [2d6 + 3] piercing damage in melee, or 12 [2d8 + 3] piercing damage if used with two hands in melee, or 6 [1d6 + 3] piercing damage at range) instead of a javelin.

**Development.** The nearby common room (area 405) is generally crowded and loud, especially around meal-

times. Unless this level is on alert, if a combat breaks out in area 405 and there are ogres present in these chambers, they only respond 20% of the time, assuming it's in-fighting or just another food fight.

## AREA 407 – OGRE LEADER ROOM

**DM Note:** There is only a 40% chance the ogre shaman is located in this chamber. The other three lazy occupants can be found here 90% of the time sleeping or passing the time with games of chance at the table.

*This large chamber is covered with several animal skins used as carpets and has a 15-foot-high ceiling. In the southwest corner of the room is an oversized, wooden table along with two stout benches. Along the east wall are three large, wooden beds each covered with a mound of furs. At the foot of each bed is a large, iron-bound chest.*

Herein lair the **ogre chief** (see appendix C), two leader **ogres** (each has 75 hit points and wears scale mail for AC 13), and an **ogre shaman** (see appendix C). The shaman functions as cook for the troops as detailed above (see area 405). The other three sleep a great deal, go out on an occasional dungeon patrol, or “supervise” their ogre troops at their posts.

The animal skin carpets and furs on the beds are worn, flea-infested, and worthless. The chests are unlocked, but don't contain any valuables. Instead, each holds random, mundane personal effects such as a knife, a whetstone, an empty flask, or moth-eaten blankets and clothes, etc.

There is a secret door on the north wall. It can be located with a successful DC 20 Wisdom (Perception) check. The door's release can be triggered by pressing down twice on a slightly discolored flagstone to the right of the door. Once released, the 10-foot-wide section of the wall pivots on a central pole. An ogre needs to squeeze to get through this portal.

**Development.** In deference to his rank, the ogre chief has been given a black scarab which he believes is identical to those used by the human leaders. His, however, is inscribed with the letters “TZOY,” and will not function as the others. He has never put it to the test.

## AREA 408 – BUGBEAR BARRACKS

A 10-foot-wide corridor leads to the east. Archways along the north and south walls lead to living quarters.

This area has no doors, being a communal lair of a dozen **bugbear** troops of the Temple. Their chief and sub-chief stay in the southwest room by the common (area 406e). These troops rotate in and out of guard shifts, routine patrols, and meals in area 405. So, at any given time, only half their numbers will be located here, and during the daytime hours, there is a 30% chance none are present.

Each 10-foot-by-10-foot room contains two beds and matching, wooden footlockers. The footlockers are unlocked and contain an assortment of worthless personal effects. Each room also contains an open-ended, wooden cask holding 50 arrows. These bugbears have been trained in the longbow (+4 to hit, range 150/600 ft., 6 [1d8 + 2] piercing damage), and each one carries 20 normal arrows in a quiver.

## AREA 409 – WEST WING

Two of the **troll** guards are here at all times, and all four are present during the night.

*This is another oddly shaped chamber and it, too, reeks of stale body odor and animal waste. Stained, lumpy, burlap bedding is piled in the northwest corner among several small, wooden chests. The west wall is covered with a painted mural depicting a massive battle. A corridor about 10 feet wide and 15 feet high slants off to the southwest.*

In this area live four trolls, sentries for the Guards of the Greater Temple (see areas 410-415) and personal guardians of their high commander (see area 417).

The trolls' bedding is piled in the northwest corner of the area along with four small chests. The trolls drag out their bedding at sleeping times and keep all their valuables in their locked chests; each one carries the key to its own chest.

On the west wall is a huge, painted mural depicting a great battle, apparently between the forces of Good and Evil. Therein, shining humans and winged humanoids are being blasted to the ground by blue bolts issuing forth from the fingers of a tall, horned humanoid in wizard's garb. A successful DC 17 Intelligence (Religion) check reveals this to be Iuz, the demigod himself.

The painted mural cleverly conceals a normal-sized (but stoutly reinforced), iron-bound door (to area 416) that can easily be found. The mounted mural slides to the right, revealing the door that can only be opened from the other side.

**Treasure.** The chest locks can be picked with thieves' tools and a successful DC 15 Dexterity check. Inside each chest is a random amount of coins and gems: 3d10 cp, 3d8 sp, 2d8 + 1 ep, 4d8 + 1 gp, and 1d4 violet garnets (500 gp each).

## AREA 410 – COMMON ROOM

The occupants of this area are present only at night. During the day, one **troll** (from area 409) keeps watch at this post, but the room is left deserted during alerts.

*This large chamber is 30 feet wide and 50 feet long with a 20-foot-high ceiling. A long, oversized table fills the center of the room, bordered by 10 stout, wooden chairs of similar size. A huge, 20-foot-long bed is pushed alongside the west wall. A fireplace in the south wall burns merrily. Two corridors exit to the west, and two large doors are in the east wall.*

Herein dwells an **ettin**, who acts as guard for this west barracks area. One of its two heads suffers from paranoid delusions, and cannot sleep if others are in the room. Thus, this ettin is forced to reside here in the common room, rather than in area 415 with the others. This disease does not affect its work or combat ability, however, except to decrease its chance of being surprised. Due to its misfortune, this ettin has not partaken of the rock-throwing instruction as have its comrades in area 415.

**Treasure.** Under the ettin's bed is a large, flat, unlocked iron box. It contains 1,124 cp, 821 sp, 492 gp, one emerald (1,000 gp), and the remaining half of a *candle of invocation* of lawful good alignment. The candle is dedicated to St. Cuthbert, which can be discerned with a successful DC 11 Intelligence (Religion) check, and it has 2 hours of burn time left.

## AREA 411 – NORTH STOREROOM

*This small chamber is crammed with wooden crates, boxes, and barrels, most stacked several high and some reaching the ceiling. All are sealed but appear to be unlabeled.*

Most of the provisions used by those on this dungeon level are kept here and in area 413. The containers are filled with dried meats and fruits, clothing, and other mundane items of little value.

Behind a half-empty crate near the southeast corner is a secret door, which can only be found if the crate is moved and a successful DC 18 Wisdom (Perception)

check is made. The release is a concealed button on the east wall. Once triggered, the stone door swings into the room.

## AREA 412 – SECRET ROOM

**DM Note:** This chamber is hidden by secret doors in areas 411 and 413.

*The secret door reveals a small, hidden chamber, also a storeroom. Several large crates are stacked on one side of the room, while barrels line the opposite wall.*

This room contains a few crates and barrels of provisions, as with the rooms to either side. Finding either of the secret doors leading out of this room is quite easy, assuming enough light is used, as the stone is noticeably discolored. These can be located with a successful DC 13 Wisdom (Perception) check but note that each door swings out of this room (into either area 411 and 413) and is likely blocked by crates. It requires a successful DC 15 Strength (Athletics) check to open the portal enough to pass through.

Hiding in one large crate are two prisoners, a half-orc and a human. The ettins took them on a recent raid, but instead of turning them over to the Temple authorities, hid them here for a future snack. The captives have hidden themselves, hoping that the ettins believe they have escaped.

One fellow is **Darko, half-orc footpad** (see appendix B). He was part of the detachment in area 244 (see Dungeon Level 2 in chapter 10) but was scavenging alone on the Third Level when picked up by the patrol. If found by the characters, he begs for release from the two-headed giants. He cooperates fully, and if given arms and armor, feigns aid to his rescuers. He will try to atone for his absence from his unit by turning against the characters at an inopportune time, of course, should any guard units be encountered thereafter.

The human is Cullen, an old, wounded, and weak Nulb merchant. This is a ruse as the creature is a **doppelganger**, merely assuming the form of its last victim, who indeed was a traveling male human merchant who recently arrived in the region. It will play its current role as long as needed, but ultimately seeks escape from the dungeon. If rescued, it fervently promises to send a reward, and fabricates other details as needed. If released and escorted out of the Temple, it vanishes, heading for a more profitable area.



## AREA 413 – SOUTH STOREROOM

*This small chamber is crammed with wooden crates, boxes, and barrels, most stacked several high and some reaching the ceiling. All are sealed but appear to be unlabeled.*

Most of the provisions used by those on this dungeon level are kept here and in area 411. The containers are filled with dried meats and fruits, clothing, and other mundane items of little value.

Behind a half-empty crate near the northeast corner is a secret door, which can only be found if a stack of casks is moved and a successful DC 18 Wisdom (Perception) check is made. The release is a concealed button on the east wall. Once triggered, the stone door swings into the room.

## AREA 414 – LARGE ROOM

*The room is simple and undecorated, about 30 feet wide and 60 feet long. The ceiling stretches up to a height of at least 25 feet. Two massive, wooden beds with feet like tree trunks stand by each wall, north and south. The room is warmed and dimly lit by a fireplace in the west wall, beside which are piles of small boulders. The wall itself here shows signs of crude digging and is greatly pitted.*

Four **hill giants** dwell herein, members of the elite high guard of the Greater Temple. All the furnishings are appropriately giant-sized. The giants have worked the northwest area for boulders to use with ranged attacks. There are 17 boulders suitable for hurling in a pile among the rubble.

In actuality, only three of the giants are as they seem. The fourth is an imposter: **Kella, half-elf druid spy** (see appendix B). The hill giant Scorpp (who, unless slain by the characters, is currently living it up in area 318 on Dungeon Level 3; see chapter 11) was replaced here by the (disguised) druid spy. Scorpp is thus not missed in the least.

Kella possesses a valuable, enchanted item made by her professional ancestors, a *phylactery of change* (see appendix D). This powerful, legendary item enables her to assume humanoid, beast, and giant forms. It does not radiate magic, and Kella carries no other magic items which allows her to avoid exposure by *detect magic* or other means. Kella cannot cast spells in giant form and will do nothing to give away her disguise; she speaks only when necessary and is so immersed in her role that she has become almost giantish in her attitudes.

Kella has taken the form and jobs of old Scorpp, spying on the Greater Temple for the leaders of the Old Faith. She fears the current rise in evil power and knows that time is limited. She also knows that she risks certain horrible death at the hands of Luz himself should she be discovered, but things have gone well thus far. She has maintained this duplicitous role for nearly two months in all.

Under each bed is a large, unlocked chest. Each chest contains clothing, food scraps, various mixed coins (about 1,500 gp worth in each), a few gems (1d10 per chest, of random value), and souvenirs of past kills: scalps, pelts, bones, tusks, and the like. See the table below to randomly determine the number and type of coins, and the second table to randomly determine the value of individual gems.

#### Coin Type      # of Coins

Silver	$5d4 \times 100$
Electrum	$2d4 \times 100$
Gold	$3d6 \times 100$

#### D100      Value per Gem

1-10	10 gp
11-40	50 gp
41-70	100 gp
71-90	500 gp
91-99	1,000 gp
00	5,000 gp

**Developments.** Kella can escape nearly any night if desired, but she awaits the arrival of some powerful group (such as the characters) that might stand a chance at defeating the evil powers herein. If she notices the characters sneaking about quietly, she tries to follow them and secretly reveal herself. If thus accepted, she urges retreat so she can tell them critical information about the Temple, such as the numbers and types of monsters, the habits of the leaders, which corridors go where, and so forth. If she does not ally with the characters beforehand, she will hold back in a large melee, watching to see if the party's resources and courage balance those of the evil horde. If it seems that her powers could swing the balance in favor of the attackers, she changes back to half-elf form and aids the party as best she can with spells. If the party is too quickly defeated, she waits for other challengers. If the party can defeat the evil ones unassisted, she will certainly not risk anything by re-

vealing herself, instead using Wild Shape to assume the form of a small avian to make her escape and report back to her leaders.

## AREA 415 – LARGE ROOM

The room is simple and undecorated, about 30 feet wide and 60 feet long. The ceiling reaches a height of at least 25 feet. A massive, wooden bed with feet like tree trunks stands by the north wall, and another is along the south wall. There is a fireplace in the west wall, but only feeble, glowing embers peek through a pile of ash at the bottom, barely throwing off any heat or light.

This large and undecorated room is nearly identical to area 414. It is the residence of three **ettins** and is furnished in appropriate manner. These ettins, of course, are members of the high guard of the Greater Temple, as are the giants next door. Flanking the fireplace are piles of rocks, suitable for throwing.

These three have received some instruction in rock-throwing from their giant allies. These ranged attacks are considered improvised weapons, and thus, attacks have disadvantage and a reduced range. The ettins have this additional attack option:

**Rock:** Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. The ettin has disadvantage on the attack roll.

Following advice from the human leaders, the ettins have pooled their treasure, keeping it in the locked, wooden box under one bed (the last one checked by characters). Each ettin carries a key. The other two boxes are also locked but contain traps. The locks can be picked with thieves' tools and a successful DC 17 Dexterity check.

**Box #1.** Senshock has placed a *glyph of warding* on one box that is triggered if opened. It requires a successful DC 15 Intelligence (Investigation) check to locate the glyph. If triggered, this spell glyph releases a *cloud-kill* spell (save DC 15). The box is filled with worthless scraps of cloth and burlap.

**Box #2.** This box is secured by a mechanical trap. This trap can be discovered with a successful DC 17 Intelligence (Investigation) check and disabled with thieves' tools and a successful DC 18 Dexterity check. If triggered, six poisoned darts (two in front of the box and two to each the left and right arcs) are launched. Treat each dart as a ranged attack with +8 to hit and a range

of 30 feet. A target hit by a dart takes 1 piercing damage and must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. A poisoned target is also paralyzed. The box is filled with worthless pebbles and rocks.

**Box #3.** This one contains the combined treasure of the ettins; it is locked and trapped. The lock can be picked with thieves' tools and a successful DC 16 Dexterity check. The lock and handles are covered with contact poison, but all the ettins know how to avoid it to get to their treasure. It requires a successful DC 20 Intelligence (Investigation) check to notice the poison. If touched, the target must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. Each hour, another DC 15 Constitution saving throw needs to be made, or the target takes 10 (3d6) poison damage.

**Treasure.** The box contains 1,279 cp, 883 sp, 2,010 ep, 1,421 gp, two violet garnets (500 gp each), a ruby (5,000 gp), two diamond brooches (worth 2,500 and 3,500 gp, respectively), and two nondescript rocks. One, a 5-pound chunk of granite, is a *stone of controlling earth elementals*. The other is a smooth stone etched with tiny runes that can only be discovered with a successful DC 20 Intelligence (Investigation) check. This is a permanent +3 sling stone. When launched, the enchantment upon the stone does not disappear, although the wielder needs to recover it.

## AREA 416 – PLANNING ROOM

**DM Note:** This room is normally guarded by a **troll** (from area 409), who stands inside where it will not be seen from the southern entrance. The room is left untended during alerts.

*This rectangular chamber appears to be a meeting room. Ornate wall hangings adorn the east and west walls while twin fireplaces are located along the southern wall. On the north wall hang several detailed maps. A magnificent oak table fills the center of the room, flanked by a dozen plush chairs, both human- and giant-sized. Dangling from the ceiling, centered over the table, are a pair of ornate crystal chandeliers. On the table are several books and a mess of parchment sheets.*

This planning room is often used by those at the highest levels of command for daily afternoon conferences amongst the leaders of the Greater Temple and for

monthly meetings required for all the leaders in the dungeon. It is here where the Temple's servants debrief leaders and the next course of diabolical action is plotted against the legions of Good. Except for Hedrack (see area 417), all visitors enter and leave by the south door and corridor. The emergency exit is rarely used, hidden by a secret door behind one large area map to the northeast. It can be located with a successful DC 20 Wisdom (Perception) check. It leads to a one-way concealed door into the troll room (see area 409) that is obvious from this side.

The normal wooden door in the west wall is always locked. The lock can be picked with thieves' tools and a successful DC 20 Dexterity check. This door blocks the route to the residence of the high priest Hedrack who holds a key to this door.

**Treasure.** The nine books on the table are reference works on strategy and tactics but of minimal value, perhaps each worth 5 gp. Also on the table are a dozen sheets of parchment bearing unintelligible scribbles, three quills (each in a golden quill-holder worth 50 gp), and two inkwells in a jeweled, silver stand (1,800 gp).

The north wall is covered with maps of the four dungeon levels, nearby towns (Hommlet and Nulb), and the surrounding countryside. Four rich tapestries (1,500 gp each) adorn the east and west walls, and twin crystal chandeliers (2,000 gp each) hang from the ceiling. These art objects are heavy (each weighing 40 pounds), bulky, and fragile, making transport a challenge. A 6-foot-long brass candle rod (525 gp), for lighting the chandeliers, stands in the southwest corner by the fireplace.

## AREA 417 – PRIVATE ROOM

**DM Note:** Here dwells **Supreme Commander Hedrack** (see appendix B), High Priest and Most Honorable Emissary of Iuz Himself. Though he is often (80% chance) elsewhere, his two comely, female servants remain in this room at all times, lazily lounging on the bed. At nighttime, Hedrack is present.

*Although measuring only 20 feet by 30 feet, this abode is impressive and comfortable. The floor is covered by several thick rugs, one atop the other. The walls are covered by tapestries of ornate, geometric designs involving circles, squares, triangles, and the other symbols. Two engraved, brass braziers shed light and heat from the western corners of the room, and a large fireplace in the east wall adds its radi-*

ance. The fireplace has a stone mantelpiece complete with knickknacks, and a painting hangs centered above. Along the north wall are two bookshelves, one including a desk in its lower portion. A plush chair before the desk is flanked by a small, wooden table. A wooden bed, with carved, leering, gargoyle heads on all four posts and piled with silvery furs, stands by the center of the west wall. A pair of scantily clad, shapely feminine forms lounge on the bed.

The forms on the bed are Mika and Astella, two N female human **commoners** “rescued” from Nulb a few weeks ago. Naïve and repeatedly enchanted by Sen-shock, they both fear and respect Hedrack and seek to please his whims. Although not physically restrained in this chamber, they have been taunted with despicable acts should they leave Hedrack’s protection and fall into the clutches of the humanoids that inhabit this level of the Temple. They feebly oppose the characters, resorting to kicks or bites (-1 to hit, 1 bludgeoning or piercing damage) should the characters attempt to plunder this chamber or rescue them.

Hedrack’s position herein as the Mouth of Iuz (among his other titles) commands the fear and respect of all the troops. A dark glance from him causes even the boldest giant to cringe in deference to the dire powers at his command as much as his personal power. He dresses in bejeweled silks, and stalks about with an air of utter confidence. He carries in a black, velvet pouch at his belt a black scarab inscribed with the letters “TZGY.” The scarab controls the curtain behind the main altar (see “Altar Curtain” in area 419).

The shelves are filled with books of all sizes and colors, most bound in leather. Upon another small table by the head of the bed are a metal pitcher and a large basin. To the left of the entrance stands a wardrobe, and an ornate unholy symbol hangs on the wall between it and the door.

Inside the wardrobe are five silk robes, one for each ceremony: brown, black, gray, green, and red. Upon the breast of each is an embroidered symbol of the golden skull with the horned skull symbol of Iuz on the back (see player handouts 14 and 18, respectively). Five matching pairs of slippers lie on the floor of the wardrobe. Also here is a suit of black leather armor and matching face mask, occasionally worn by Hedrack when he tours this and other dungeon levels incognito to gather information. The unholy symbol on the wall is a spare, inset with several paste gems and worth only 50 gp.



In the fireplace, among the ashes, are brass andirons, and a matching set of brass fireplace tools are nearby. Atop the marble mantelpiece are several knickknacks and hanging on the wall above them is an excellent painting. The latter depicts the united forces of the Greater Temple in full battle-garb standing before the great altar, with their human leaders before them. An imposing human figure in black plate armor (Hedrack) is clearly visible in the center position. Guards and troops include giants, two-headed giants, trolls, and bugbears along with gargoyle heads lurking in the shadows and perched up high. The painting is worth 250 gp.

Central on the mantel is a 4-inch-tall, ebony carving of a grinning, horned skull. This item is magical; if touched, Iuz immediately sees this room and its current occupants, wherever he may be. He might (25% chance) decide to come to investigate the disturbance and is more likely do so (75% chance) if his name is uttered while the figurine is touched. If possible, Hedrack uses this item to summon Iuz if cornered here in his lair.

**Treasure.** Other items on the mantel include two ceramic plates, hand-painted but poorly done (by Hedrack, and worthless), a 2-inch-tall miniature dragon made of deep-red crystal (actually of carved ruby, worth

7,500 gp), four dinner knives with scrimshaw handles carved with scenes of sea monsters attacking vessels (100 gp each), a lavender and green ellipsoid stone (identical in appearance to an *Ioun stone*, but nonmagical; 500 gp), and a small chunk of lava in which are embedded several tiny gemstones (five very rare volcanic tourmalines; the whole is worth 5,000 gp).

The furniture comprises a matched set of prime sable-wood, all decorated by fine marquetry and worth at least  $(1d8 + 6) \times 100$  gp apiece. There are six pieces: bed, table, wardrobe, two bookcases, and desk. All pieces can be easily disassembled for transport, although this takes several hours. The braziers are worth 300 gp each. The set of brass andirons and fireplace tools is worth 750 gp. Each of the 10 rugs is worth  $(1d4 + 6) \times 100$  gp and weighs 30 pounds. Each of the eight tapestries weighs 15 pounds and is worth  $(1d10 + 4) \times 100$  gp.

The desk is closed and locked, but the key lies nearby on a shelf and is easily found by any search. Otherwise, the lock can be picked with thieves' tools and a successful DC 15 Dexterity check. Within the desk are various parchments and record books showing the numbers and types of creatures recruited by all the dungeon temples in the last year, troop pay records, disciplinary notes, and the like. In one small volume, details about humanoids are sorted into four sections labeled "A," "E," "F," and "W." This is a record of sacrifices sent to the Nodes. Among those prominently mentioned are Ashrem, Jaer, and Sargen who currently wander the Nodes (see chapter 13 for more details). In a bottom drawer is a bundle of five *spell scrolls* recently completed by Hedrack: *dispel magic, flame strike, mass cure wounds, silence, and slay living* (see appendix D). Hedrack also hides a stash of potions here, including *potions of climbing, invisibility, and speed*.

The bookshelves are crammed with reference works on various subjects with an emphasis on battle strategy and tactics, personal improvement, leadership, and management. Most appear little used with fresh pages and stiff bindings. Each of the 150 books is worth 1d10 gp. One work, entitled *Laws of the Temple*, hides a cache of 15 gems. This hollowed-out book can be located with a successful DC 20 Intelligence (Investigation) check. The gems include: six citrines (50 gp each), three amethysts (500 gp each), three opals (1,000 gp each), two diamonds (5,000 gp each), and a huge, black sapphire (7,500 gp). One tome is a powerful artifact, the *Book of*

*Vile Darkness* (see sidebar), that Hedrack plans to study within the next few months.

The four silvery furs on the bed are ermine, each worth 4,000 gp and weighing 10 pounds. The pitcher and basin are a platinum alloy, with the set worth 500 gp.

**Developments.** If Hedrack is alerted to the characters' presence on this level, he hastens back to this chamber and grabs the scrolls and any other potions for use against intruders. Hedrack's favorite tactic with his *Daern's instant fortress* is to block the exit with it at any convenient place in corridor areas 401 or 418; though, he will erect it in the Temple itself (area 419) if necessary. If possible, he stations it with a dozen or more ogres, bugbears, and gargoyles. If cornered in this chamber, he fights to the death, summoning Luz in an effort to swing the tide of battle.

## AREA 418 – PROMENADE

**DM Note:** This corridor is normally empty but is guarded by a pair of **trolls** (from area 402) during alerts.

*A grand, 20-foot-wide promenade leads to a massive place of worship. The east and west walls are covered with macabre murals of humanoids and demons terrorizing innocent folk.*

The ceiling here is 30 feet high, similar to area 401. From the landing between areas 402 and 409, 20-foot-long stairs descend 10 feet further to the grand corridor leading to the Greater Temple itself. The ornate murals on the walls continue with a similar motif, but the further one passes northward, the lower the figures become, until they all appear to vanish into the floor by the time the Greater Temple (area 419) is reached.

## AREA 419 – GREATER TEMPLE

**DM Note:** This area is normally guarded by two **trolls** (from areas 402 and 409) and 1d2 + 1 **gargoyles**. Leaders of various troops (Hedrack or Senshock) may also be present. During alerts, all the ogres (from areas 406 and 407) and gargoyles (who lair here) will be here, commanded by all three of the human leaders (from areas 403, 404, and 417), who prefer defensive positions behind the altar curtain (area 433). Other guards will be stationed at each corridor. See the "Troops & Sentries" section of the introduction of this level for more information.

*This massive chamber with a vaulted ceiling appears to be a grand center of worship. The ceiling, a full 60 feet*

## THE BOOK OF VILE DARKNESS

The Book of Vile Darkness is a powerful, unique artifact of diabolical evil (as described in the DMG, pp. 222-224). If the DM does not want to deal with the complexity of having such a powerful item in the campaign, it can be exchanged for a *tome of understanding*.

If the DM is up to the challenge of having an artifact in their campaign, the Book's random properties are recommended to be the following:

**Minor Beneficial:** While attuned to the artifact, you gain proficiency in Intelligence (Religion). If you already have proficiency in this skill, your proficiency bonus for it is doubled.

**Minor Beneficial:** While attuned to the artifact, you gain proficiency in Intelligence (Investigation). If you already have proficiency in this skill, your proficiency bonus for it is doubled.

**Minor Beneficial:** While attuned to the artifact, you gain proficiency in Wisdom (Insight). If you already have proficiency in this skill, your proficiency bonus for it is doubled.

**Major Beneficial:** While attuned to the artifact, your Wisdom ability score increases by 2, to a maximum of 24.

**Minor Detrimental:** While attuned to the artifact, all holy water within 10 feet of you is destroyed.

**Minor Detrimental:** While attuned to the artifact, all non-magical flames within 30 feet of you are extinguished.

**Minor Detrimental:** While attuned to the artifact, your facial features alter to a withered husk of yourself. Your dried, pallid skin stretches over your bones, giving the appearance of the undead.

**Major Detrimental:** You take 8d10 psychic damage when you become attuned to the artifact.

**Major Detrimental:** Before using one of the artifact's properties as an action, you must use a bonus action to draw blood, either from yourself or from a willing or incapacitated creature within your reach, using a piercing or slashing melee weapon. The subject takes 1d4 damage of the appropriate type.

**Developments.** The *Book of Vile Darkness* is an unholy text that should be destroyed by the characters. If they succeed in destroying the book (which could be developed as a campaign arc by the DM), the rewards should be great. Suggested rewards for each character that played a major role in the deed include: 2,500 XP, increasing an ability score by 1 (maximum of 20), and either a blessing or a charm (as described on pages 227-228 of the DMG).

overhead, appears like a quiet outdoor night sky with stars gleaming in their constellations. The walls are lined in smooth, black marble or onyx of such fine craftsmanship that the joints can barely be detected. Around the sides of the room, eight corridors lead off to the unknown. High on the walls between each of these corridors are small flying buttresses, a dozen in all. Perched upon each, sitting nearly 50 feet above the floor, is the statue of a gargoyle, scowling down upon the room's occupants.

Thirty feet north of the entrance is a series of broad steps, leading 5 feet upwards to a stone altar. Draped across the altar is a sheet of red silk with the eight-pointed fire symbol embroidered upon it in golden thread. Flanking the altar are two large, stone pillars adorned with gold leaf, which reach to the ceiling far overhead. Behind the altar is a glistening, purple curtain, 20 feet wide and 10 feet tall, unmarked by any design.

In the niches just north of the altar stand monumental statues, each towering 20 feet tall. To the left is a humanoid

garbed in robes, with a horned and grinning skull head. To the right is a monstrosity with a fat, bulbous body, four elephantine legs, a long, thin neck, and a tiny humanoid head surmounting the whole.

This vast center of evil activity is impressive in its simplicity. The walls of each corridor are painted a distinctive color; those to the south (area 420) are brown, the next (area 423) gray, then (area 426) red, and the northernmost pair (area 429) green.

The 10-foot-wide walls beside the curtain bear ornate carvings of the four elemental symbols. Each such design is over 5 feet wide; those of Earth and Water (triangle and square, respectively) are to the left, the others to the right. The stone pillars adorned with gold leaf can be scraped to recover the precious metal with time and effort. For every 10 minutes a character scrapes with a suitable implement, 100 gp of gold shavings can be collected. Each pillar yields 600 gp.

The massive statues represent Iuz ("B," to the left) and



Zuggtmoy ("C," to the right). In the corners behind the statues are peepholes (areas 433a) used by those in area 433 (usually the human leaders) to watch the side areas of the Temple when the need arises. From area 419, these peepholes can be discovered with a successful DC 17 Wisdom (Perception) check. If a viewer observes a spell effect being cast through the peephole, this check is made with advantage. The peepholes can also be used to view the area through the curtain behind the altar ("A" on the map). These holes are of sufficient size (nearly 1 inch across) to permit spellcasting or the use of devices (such as wands) through them, given the proper concentration and aim.

Each gargoyle's location is marked with a "g" on the map. These are 12 real **gargoyles**, the aerial defenders of the Greater Temple. They serve the leaders to some extent, but are quite likely to attack without command, should they observe unengaged intruders. During any pitched battle in the Temple itself, however, their favorite tactic is to wait for an opportunity and swoop to attack those already engaged, moving swiftly in from the defenders' rear, attacking with advantage.

**Altar Curtain.** The curtain behind the altar appears to be made of a shiny, purple, ribbed cloth. It is, in fact, a cluster of six violet fungi bearing special enchantments, referred to as a **violet fungus curtain** (see appendix C). Unless pacified (by methods described below), the curtain attacks anyone approaching within 10 feet of its south side. Up to 24 tentacles may be produced at once, sprouting forth from the curtain in an instant, but only six can attack any one Medium-sized target in range. The enchanted fungus curtain can only be damaged by certain spells and is resistant or immune to most mundane attacks. The curtain appears to take only a few scratches from attacks which damage it, remaining completely intact and active until the whole is destroyed (reduced to 0 hit points) when it crumbles to the floor in a loathsome mass. Once slain, touching the fungus does not cause rot.

One great defensive advantage granted by the curtain is that those to the north of it (all the human leaders, in case of alert) can open it slightly to see through it. The curtain blocks all nonmagical ranged attacks from the south side (as the curtain has immunity to nonmagical piercing and bludgeoning damage), but those to the north can fire from that direction with ranged attacks or spells.

This horrid, fungal curtain can be quieted only by the

presentation of a special scarab inscribed with the letters "TZGY" (see player handout 16). The leaders of the Temple on this level all possess one of these devices (and one can be found in the quarters of the evil traders in the Village of Hommlet; see area 13 in chapter 4). If such a scarab is presented towards the fungus curtain in a manner similar to that of a cleric turning undead, all waving or attacking tentacles withdraw, and the curtain can be easily passed in safety, parting just as a normal curtain would.

**Ceremonial Activity.** The vestments on the main altar are changed to reflect the current Temple activities with respect to the Nodes and Elemental Planes. Currently, creatures from the Elemental Plane of Fire are being summoned and sent to the Fire Node, as indicated by the red altarpiece. In the process of the ceremony, the fire creatures come forth from their plane and arrive in area 428, proceed from there into the Greater Temple, and continue towards area 427, from whence they are sent to their proper destination.

This and similar ceremonies have been witnessed by all the residents of the area. Other elemental creatures from all the planes have arrived over the past months, all in the same fashion. If characters manage to interrogate any captives, they should easily acquire a general description of this procedure and should thus be able to deduce the locations of the more dangerous gates (those leading off to the planes themselves).

**Developments.** If Lareth the Beautiful escapes the confrontation with the characters in the Ruined Moathouse (see area 35 in chapter 5), he eventually makes his way to the Temple. After receiving healing and being reprimanded by Hedrack, he could be encountered here (or another place of the DM's choosing) ready to exact revenge on the characters. Being a devout follower of Lolth, even if killed at the Ruined Moathouse, the evil spider goddess could raise him from the dead to aid him in his quest for revenge. Lolth could even return his broken body as a horrid, undead creature (such as a **revenant**) or possibly cursed as a **drider** (often reserved only for drow faithful that disappoint her). The latter was the fate of Lareth in the novelization of *The Temple of Elemental Evil* by Thomas M. Reid (2001).

## AREA 420 – BROWN CORRIDOR

**DM Note:** During alerts, one **hill giant** is posted inside the corridor entrance.

*This 20-foot-high corridor has smooth, onyx walls, and the area's hue lightens as one proceeds down the hallway.*

This corridor is normally empty. The walls of this clean hallway are as black as the Temple's walls at the entrance, but quickly fade to a medium tan color within 40 feet. They darken thereafter, reaching a rich nut-brown at the deepest point. On the walls are inscribed ornate, abstract designs of triangles of various sizes and types, some containing large, white eyes and with bizarre and unfamiliar creatures cavorting amongst the angular landscape. Among them are a few that might be recognized by experienced characters: basilisks, gorgons, and other native residents to the Elemental Plane of Earth, such as stone giants and xorn.

## AREA 421 – WEST EARTH GATE

**DM Note:** During alerts, the hill giant moves to the corridor entrance, and two **bugbears** take its position here.

*The brown corridor opens into a triangular room with brown walls. The walls here are unmarked save for a huge triangle on each wall and a baleful, red-and-white eye in each figure. A large magic circle, about 15 feet across, is inscribed in the center of the floor of the room, and within it is another triangle, but empty.*

This area is normally manned by one **hill giant**. The floor symbol marks a permanent *gate* to the Earth Node. Anyone standing within the magic circle for 3 consecutive rounds (18 seconds) is instantly transported to area 1 of the Earth Node (see chapter 15). During this process, a creature standing in the circle can exit, but it gets progressively more difficult.

**Round #1.** In the first round, characters in the circle experience a sensation of pressure, but can easily step outside of the circle.

**Round #2.** During the second round, the features of the room begin to shimmer and blur, and a great pressure assaults the characters, restricting breathing. A successful DC 10 Wisdom saving throw is required to resist and exit the circle.

**Round #3.** In the third round, the walls of the room begin to transform to a rocky vista and a sense of constriction wraps around the characters. A successful DC 15 Wisdom saving throw is required to resist and willingly exit the circle, preventing transport. At the end of this round, the transport is complete.

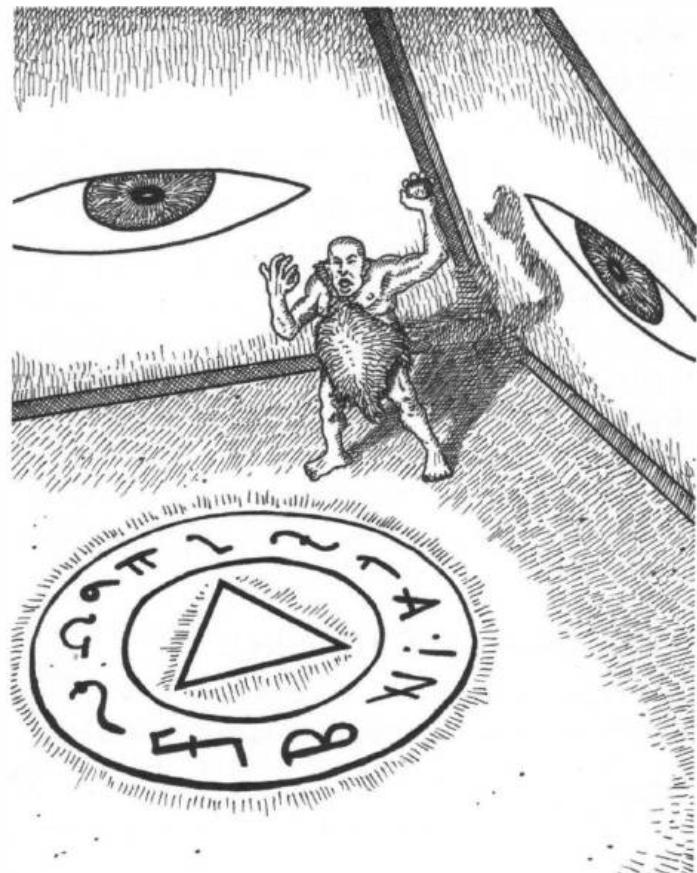
The gate can send up to 10 Medium-sized creatures (with equipment) per round and remains open for 1 minute (10 rounds) once activated.

## AREA 422 – EAST EARTH GATE

**DM Note:** During alerts, the hill giant moves to the corridor entrance, and two **bugbears** take its position here.

*The brown corridor opens into a triangular room with brown walls. The walls here are unmarked save for a huge triangle on each wall and a baleful, red-and-white eye in each figure. A large magic circle, about 15 feet across, is inscribed in the center of the floor of the room, and within it is another triangle, but empty.*

This area is normally manned by one **hill giant**. This area is absolutely identical to area 421, but the floor symbol here marks a permanent *gate* to the Elemental Plane of Earth. A successful DC 18 Intelligence (Arcana) check after several minutes of study reveals the destination. Anyone standing within the magic circle for 3 consecutive rounds (18 seconds) is instantly transported to a random location on that plane (see "Development" below). During this process, a creature standing in the circle can exit, but it gets progressively more



difficult.

**Round #1.** In the first round, characters in the circle experience a sensation of pressure, but can easily step outside of the circle.

**Round #2.** During the second round, the features of the room begin to shimmer and blur, and a great pressure assaults the characters, restricting breathing. A successful DC 10 Wisdom saving throw is required to resist and exit the circle.

**Round #3.** In the third round, the walls of the room begin to transform to a rocky vista and a sense of constriction wraps around the characters. A successful DC 15 Wisdom saving throw is required to resist and willingly exit the circle, preventing transport. At the end of this round, the transport is complete.

The gate can send up to 10 Medium-sized creatures (with equipment) per round and remains open for 1 minute (10 rounds) once activated.

**Development.** Characters sent to the Elemental Plane of Earth are effectively lost until rescued, unless they possess plane-traveling abilities. See page 54 of the *DMG* for more information on this destination. This is beyond the scope of this adventure.

## AREA 423 – GRAY CORRIDOR

**DM Note:** During alerts, one **ettin** is posted inside the corridor entrance.

*This 20-foot-high corridor has smooth, onyx walls, and the area's hue lightens as one proceeds down the hallway.*

This area is normally empty. The black Temple walls quickly fade to a light gray as one proceeds down this corridor, becoming a dark gray with a swirling effect (as if clouds) at the deepest point. The corridor walls are decorated in circles and oval designs. Winged figures and odder creatures are drawn among them, passing into and out of the circles as if such were portals. Yet, none of the monsters depicted can be seen with any clarity.

## AREA 424 – EAST AIR GATE

**DM Note:** During alerts, the ettin moves to the corridor entrance, and two **bugbears** take its position here.

*The gray corridor opens into a circular room, perhaps 30 feet in diameter. The walls here are elaborately painted to*

*resemble the view of a storm from a peaceful spot within its center: the eye of a hurricane. A large, elaborate magic circle, 15 feet across, is inscribed in the center of the floor of the room, with another simpler circle within it.*

This area is normally manned by one **ettin**. The floor symbol marks a permanent *gate* to the Air Node. Anyone standing within the magic circle for 3 consecutive rounds (18 seconds) is instantly transported to area 1 of the Air Node (see chapter 14). During this process, a creature standing in the circle can exit, but it gets progressively more difficult.

**Round #1.** In the first round, characters in the circle experience a tingling sensation, but can easily step outside of the circle.

**Round #2.** During the second round, the features of the room begin to shimmer and blur, and a sense of dizziness sweeps over the characters. A successful DC 10 Wisdom saving throw is required to resist and exit the circle.

**Round #3.** In the third round, the walls of the room begin to transform to a windswept, barren plain, and a sense of vertigo sweeps over the characters. A successful DC 15 Wisdom saving throw is required to resist and willingly exit the circle, preventing transport. At the end of this round, the transport is complete.

The gate can send up to 10 Medium-sized creatures (with equipment) per round and remains open for 1 minute (10 rounds) once activated.

## AREA 425 – WEST AIR GATE

**DM Note:** During alerts, the ettin moves to the corridor entrance, and two **bugbears** take its position here.

*The gray corridor opens into a circular room, perhaps 30 feet in diameter. The walls here are elaborately painted to resemble the view of a storm from a peaceful spot within its center: the eye of a hurricane. A large, elaborate magic circle, 15 feet across, is inscribed in the center of the floor of the room, with another simpler circle within it.*

This area is normally manned by one **ettin**. This area is absolutely identical to area 424, but the floor symbol here marks a permanent *gate* to the Elemental Plane of Air. A successful DC 18 Intelligence (Arcana) check after several minutes of study reveals the destination. Anyone standing within the magic circle for 3 consecu-

tive rounds (18 seconds) is instantly transported to a random location on that plane (see “Development” below). During this process, a creature standing in the circle can exit, but it gets progressively more difficult.

**Round #1.** In the first round, characters in the circle experience a tingling sensation, but can easily step outside of the circle.

**Round #2.** During the second round, the features of the room begin to shimmer and blur, and a sense of dizziness sweeps over the characters. A successful DC 10 Wisdom saving throw is required to resist and exit the circle.

**Round #3.** In the third round, the walls of the room begin to transform to a windswept, barren plain, and a sense of vertigo sweeps over the characters. A successful DC 15 Wisdom saving throw is required to resist and willingly exit the circle, preventing transport. At the end of this round, the transport is complete.

The gate can send up to 10 Medium-sized creatures (with equipment) per round and remains open for 1 minute (10 rounds) once activated.

**Development.** Characters sent to the Elemental Plane of Air are effectively lost until rescued, unless they possess plane-traveling abilities. See pages 53-54 of the *DMG* for more information on this destination. This is beyond the scope of this adventure.

## AREA 426 – RED CORRIDOR

**DM Note:** During alerts, one **ettin** is posted inside the corridor entrance.

*This 20-foot-high corridor has smooth, onyx walls, and the area's hue lightens as one proceeds down the hallway.*

This area is normally empty. The walls of this hallway quickly change from the Temple’s black to a dull blood-red. The color lightens as one progresses further, reaching a bright, orange-red flame design at the deepest point. The walls are decorated in an abstract design of interlocking eight-pointed fire symbols. Drawn amongst the flames and symbols are pits, and from these rush dozens of fiery monsters, some recognizable (such as efreeti and salamanders, natives of the Elemental Plane of Fire), but most of them are twisted and unknown.

## AREA 427 – EAST FIRE GATE

**DM Note:** During alerts, the ettin moves to the corridor entrance, and two **bugbears** take its position here.

*The red corridor opens into a room shaped like the eight-pointed fire symbol, 50 feet north to south and 30 feet east to west at its widest points. A large, identical symbol is inscribed on the floor in the center of a magic circle nearly 20 feet across. The walls here are a riot of flaming, crimson color with 14 other fire symbols of various sizes inscribed on the walls of the room and two facing each other at the entrance.*

This area is normally manned by one **ettin**. The floor symbol marks a permanent *gate* to the Fire Node. Anyone standing within the magic circle for 3 consecutive rounds (18 seconds) is instantly transported to area 1 of the Fire Node (see chapter 16). During this process, a creature standing in the circle can exit, but it gets progressively more difficult.

**Round #1.** In the first round, characters in the circle experience a warming sensation, but can easily step outside of the circle.

**Round #2.** During the second round, the features of the room begin to shimmer and blur, and a wave of heat sweeps over the characters, clouding judgment. A successful DC 10 Wisdom saving throw is required to resist and exit the circle.

**Round #3.** In the third round, the walls of the room begin to transform to a fiery landscape, and a sense of heat-induced slumber sweeps over the characters. A successful DC 15 Wisdom saving throw is required to resist and willingly exit the circle, preventing transport. At the end of this round, the transport is complete.

The gate can send up to 10 Medium-sized creatures (with equipment) per round and remains open for 1 minute (10 rounds) once activated.

## AREA 428 – WEST FIRE GATE

**DM Note:** During alerts, the ettin moves to the corridor entrance, and two **bugbears** take its position here.

*The red corridor opens into a room shaped like the eight-pointed fire symbol, 50 feet north to south and 30 feet east to west at its widest points. A large, identical symbol is inscribed on the floor in the center of a magic circle nearly*



20 feet across. The walls here are a riot of flaming, crimson color with 14 other fire symbols of various sizes inscribed on the walls of the room and two facing each other at the entrance.

This area is normally manned by one **ettin**. This room is absolutely identical to area 427, but the floor symbol here marks a permanent *gate* to the Elemental Plane of Fire. A successful DC 18 Intelligence (Arcana) check after several minutes of study reveals the destination. Anyone standing within the magic circle for 3 consecutive rounds (18 seconds) is instantly transported to a random area of that plane (see "Development" below). During this process, a creature standing in the circle can exit, but it gets progressively more difficult.

**Round #1.** In the first round, characters in the circle experience a warming sensation, but can easily step outside of the circle.

**Round #2.** During the second round, the features of the room begin to shimmer and blur, and a wave of heat sweeps over the characters, clouding judgement. A successful DC 10 Wisdom saving throw is required to resist and exit the circle.

**Round #3.** In the third round, the walls of the room begin to transform to a fiery landscape, and a sense of heat-induced slumber sweeps over the characters. A successful DC 15 Wisdom saving throw is required to resist and willingly exit the circle, preventing transport. At the end of this round, the transport is complete.

The gate can send up to 10 Medium-sized creatures (with equipment) per round and remains open for 1 minute (10 rounds) once activated.

**Development.** Characters sent to the Elemental Plane of Fire are effectively lost until rescued, unless they possess plane-traveling abilities. See pages 55-56 of the *DMG* for more information on this destination. This is beyond the scope of this adventure.

## AREA 429 – GREEN CORRIDOR

**DM Note:** During alerts, one **hill giant** is posted inside the corridor entrance.

*This 20-foot-high corridor has smooth, onyx walls, and the area's hue lightens as one proceeds down the hallway.*

This area is normally empty. The color of this long corridor is a deep, blackish, blue-green at the entrance, but

lightens to a pleasant aquamarine at the deepest point. An abstract design of squares and rectangles adorns the walls as if to form doors and square bubbles in the water motif. Tails, fins, flippers, and other parts of aquatic denizens jut from the water scene here and there, but most of the shapes portrayed are mere shadows lurking beneath the surface. Among the creatures are a few easily recognizable by experienced folk, such as the ray-like ixitzachitl, aquatic gargoyles, water weirds, and the like, many native to the Elemental Plane of Water.

## AREA 430 – FOYER

**DM Note:** During alerts, the hill giant moves to the corridor entrance, and two **bugbears** take its position here.

*The green corridor opens suddenly into a wide ceremonial area. The walls bear the same decoration of water creatures amidst a chaotic sea of square and rectangular symbols. The ceiling is painted to resemble the view upwards from underwater, and the surface swirls and eddies, reflecting light from above. Two large, ceremonial urns stand in the north corners of the room. A doorway in the center of the north wall is 10 feet wide and 15 feet high and opens into a sunken pool area to the north. A short stair, only 5 feet wide, leads down into the pool through the doorway.*

This area is normally manned by one **hill giant**. The urns to the sides are filled with fresh seaweed. If consumed, a piece of seaweed acts as a *potion of water breathing* with a duration of 6 hours.

## AREA 431 – EAST WATER GATE

*The floor of this 30-foot-square room is about 8 feet below the foyer, and the room is nearly filled with water. On each wall is a perfect and simple square symbol about 3 feet across. A large magic circle, about 20 feet across, is inscribed in the center of the floor of the room, at the bottom of the 5-foot-deep pool. Within the circle is inscribed a plain square.*

The floor symbol marks a permanent *gate* to the Water Node. Anyone standing within the magic circle for 3 consecutive rounds (18 seconds) is instantly transported to area 1 of the Water Node (see chapter 17). During this process, a creature standing in the circle can exit, but it gets progressively more difficult.

**Round #1.** In the first round, characters in the circle experience a chilling sensation, but can easily step outside of the circle.

**Round #2.** During the second round, the features of the room begin to shimmer and blur, and an icy feel sweeps over the characters, dulling senses. A successful DC 10 Wisdom saving throw is required to resist and exit the circle.

**Round #3.** In the third round, the walls of the room begin to transform to a choppy sea and a churning bout of nausea sweeps over the characters. A successful DC 15 Wisdom saving throw is required to resist and willingly exit the circle, preventing transport. At the end of this round, the transport is complete.

The gate can send up to 10 Medium-sized creatures (with equipment) per round and remains open for 1 minute (10 rounds) once activated.

## AREA 432 – WEST WATER GATE

*The floor of this 30-foot-square room is about 8 feet below the foyer, and the room is nearly filled with water. On each wall is a perfect and simple square symbol, about 3 feet across. A large magic circle, about 20 feet across, is inscribed in the center of the floor of the room, at the bottom of the 5-foot-deep pool. Within the circle is inscribed a plain square.*

This area is absolutely identical to area 431, but the floor symbol here marks a permanent *gate* to the Elemental Plane of Water. A successful DC 18 Intelligence (Arcana) check after several minutes of study reveals the destination. Anyone standing within the magic circle for 3 consecutive rounds (18 seconds) is instantly transported to a random location on the Elemental Plane of Water (see “Development” below). During this process, a creature standing in the circle can exit, but it gets progressively more difficult.

**Round #1.** In the first round, characters in the circle experience a chilling sensation, but can easily step outside of the circle.

**Round #2.** During the second round, the features of the room begin to shimmer and blur, and an icy feel sweeps over the characters, dulling senses. A successful DC 10 Wisdom saving throw is required to resist and exit the circle.

**Round #3.** In the third round, the walls of the room begin to transform to a choppy sea and a churning bout of nausea sweeps over the characters. A successful DC 15 Wisdom saving throw is required to resist and willingly exit the circle, preventing transport. At the end of

this round, the transport is complete.

The gate can send up to 10 Medium-sized creatures (with equipment) per round and remains open for 1 minute (10 rounds) once activated.

**Development.** Characters sent to the Elemental Plane of Water are effectively lost until rescued, unless they possess plane-traveling abilities. See pages 56-57 of the *DMG* for more information on this destination. This is beyond the scope of this adventure.

## AREA 433 – INNER CHAMBER

*This stark area behind the altar curtain of the Greater Temple is marked only by three lesser altars, each a 10-foot-long, stone ovoid standing 4 feet tall. These are currently unadorned but are draped for ceremonial occasions. Heavy curtains are on the east and west walls. The room is dimly lit by a pearly glow from the north.*

This room is normally unoccupied, reserved for storage and private ceremonies. If under alert, the Temple leaders are here in case a final stand is needed. The illumination originates from area 435. Black curtains block two side rooms.

Behind the curtains are side rooms; each one contains a wardrobe and two huge chests. Each wardrobe contains six vestments used by the Temple clerics in their ceremonies; those in area 433b are brown or red (three of each, for Earth or Fire, respectively), and those in area 433c are green or gray (three of each, for Water or Air, respectively). With the vestments are four neatly folded, silk altarpieces of the same colors, each bearing the embroidered symbols of Luz, the elements, and the golden skull. One altarpiece of each color is 10 feet square, used in this area; the other is 25 feet by 13 feet, for use on the main altar.

The chests in each side room are mechanically locked and *arcane locked*. The leaders all have keys, and they know the password for each *arcane lock* (“*Hrae*” and “*Erif*” for area 433b; “*Retaw*” and “*Ria*” for area 433c). Each chest bears a tiny symbol of its respective element keyed to the password, but a successful DC 15 Intelligence (Investigation) check is required to find it. Each lock can be picked with thieves’ tools and a successful DC 27 Dexterity check (the DC includes +10 from the *arcane lock*). Each lock also bears a *glyph of warding* (placed by Senshock) that explodes for 22 (5d8) fire damage in a 20-foot-radius sphere around the lock.



A successful DC 15 Dexterity saving throw results in half as much damage. Finally, each chest is protected by two more *glyphs of warding*, one forming a rectangle in which the chest stands and the other around the lock of the chest itself. If either of these glyphs are triggered, it explodes for 22 (5d8) lightning damage in a 20-foot radius. A successful DC 15 Dexterity saving throw results in half as much damage. All these glyphs can be discerned with a successful DC 15 Intelligence (Investigation) check. They can be bypassed by placing a black scarab (inscribed with the letters “TZGY”) on the surface of the trapped object.

**Treasure.** These chests contain coins used for troop payrolls and rewards, some scraps of parchment, and a few magic items. Each chest contains 2,000 ep, 4,000 gp, and 1,000 pp, plus 2d10 pieces of parchment. Each parchment is a letter of credit from the Temple to some individual; each note promises to pay an amount of  $1d100 \times 10$  gp. The borrowers include most of the Temple troops, guards, and leaders, since these provide additional means of forcing obedience. Each promissory note carries the usual interest rate of 10% per week.

One magic item is in each chest. Present are a *wand of ice storms* (see appendix D) in the Water chest, a *wand*

of metal command (see appendix D) in the Earth chest, a candle of invocation (CE, with 3 hours of burning time remaining) in the Fire chest, and a coiled rope of entanglement in the Air chest. The command words for these items are known to all the Temple leaders, who fully utilize the magic items with sound tactics during the defense of this location. This includes lighting the candle, frequently using the wand of ice storms, casting crystalbrittle (see appendix D) from the wand of metal command, and using the rope to ensnare the first target to enter the area.

The top step of the stairs leading down to area 434 bears a glyph of warding placed by Senshock. Triggering this glyph results in a 20-foot-radius explosion causing 22 (5d8) lightning damage. A successful DC 15 Dexterity saving throw results in half as much damage. The 10-foot-by-20-foot area just south of it, between the pointed niches, is protected by multiple glyphs of warding. Four have been placed here, each 5 feet wide (east to west) and 10 feet long (north to south). If triggered, they explode for 22 (5d8) fire or cold damage, there being two of each. A successful DC 15 Dexterity saving throw results in half as much damage. All these glyphs can be detected with a successful DC 15 Intelligence (Investigation) check. Similar to the glyphs placed on and around the chests, these can be bypassed by placing the black scarab on the floor prior to stepping on the trigger area.

The pointed niches themselves, constructed to complete the area's mimicry of the symbol of Iuz, are useful only as aids to defense. Anyone standing within a niche gains half cover and can be attacked only from the front; however, the defender cannot properly wield any weapon with the heavy property.

**Developments.** If a battle occurs in area 419, this room is the post for the cleric and wizard leaders of the Temple. Note that they may cast spells and use devices (such as the wands) through either the peepholes at the sides (the two areas 433a adjacent to the statues in the Temple) or the violet fungus curtain.

## AREA 434 – NEXUS

Broad stairs lead down from the inner chamber into a round room measuring 60 feet in diameter. A soft glow from the destination lights the stairway in an odd, pearly radiance mixed with occasional flashes of other colors.

The walls of the round chamber are vertical, 20 feet tall,

## DEIFIC ASSISTANCE

If a follower of the demigod calls his name while in area 433, **Iuz** (see appendix A) has a 90% chance of responding; check each round if necessary. Defilement of any altar, either a lesser one here or the main one just to the south, summons Iuz automatically. If Iuz responds, he appears in  $1d8 + 1$  rounds in his demonic form, his magic greatsword in hand. If any good-aligned beings are in this room when Iuz arrives, **St. Cuthbert** (see appendix A) may (90% chance) arrive  $1d8 + 1$  rounds later. If good beings are in an adjacent area (area 419 or area 434), the same chance applies, but St. Cuthbert does not appear for  $4d8$  rounds.

Horrible punishments await anyone who bothers Iuz unnecessarily, so the Temple's leaders only call him when one of two situations occur:

1. The Temple Leaders have won a battle and have powerful captives to offer him as sacrifices.
2. Their troops have lost miserably, and they need his aid to prevent their final defeat.

Note, however, that if characters assaulting the area have completed the assembly of **Yellowskull** (aka the *Orb of Golden Death*; see appendix D) by first exploring the Nodes to retrieve the gems of power, even the Old One is relatively powerless to prevent the final defeat of the Temple of Elemental Evil.

and capped by a dome reaching 10 feet further. In the center of the room is a round dais about 2 feet tall, which is precisely encircled by a column of shimmering light, the source of the radiant colors, which extends to the ceiling. The walls and ceiling are ornately decorated by a mosaic mural, apparently made entirely of precious stones such as emeralds, rubies, onyx, and the like. Not a square inch is uncovered. The scene on the walls is one of glory and conquest, showing the lands around as seen from the parapets of the Temple itself. The countryside is somewhat warped, but easily recognizable and filled with a collection of worshipers of various races all facing and paying homage to the Temple.

The characters can pry out up to 65 gems from the walls and/or ceiling with relative impunity. Each gem is worth  $1d10 \times 100$  gp. However, if and when a 66th gem is removed, the attention of **Iuz** (see appendix A)

is called to the chamber, and he arrives in 1d4 rounds accompanied by a host of demons: 1d4 of each **vrocks**, **hezrous**, **glabrezus**, and **nalfeshnees** (each variable number checked by a separate roll). Iuz also comes if the area is damaged by fire or lightning, or possibly (80% chance) if his name is spoken aloud by anyone in the chamber.

**Development.** If the pillar of light is touched or examined, refer to area 435.

## AREA 435 – LIGHT CHAMBER

This pillar of light in the center of area 434 is a cylinder measuring 30 feet tall and 20 feet in diameter. It is powerfully magical, emanating conjuration, enchantment, evocation, and transmutation dweomers in equal measures. Details of the area within the light are not discernible except with magical aid, which reveals that an ornate, silver throne occupies the center of the light. Looking beyond the throne, the observer gets the definite impression of vast distance, but without detail save a far-off, swirling mist.

Objects can easily penetrate the borders of the light, but any non-evil creature touching it immediately takes 16

(3d10) necrotic damage. The creature also must make a successful DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken, and it is knocked back 5 feet with a moderately loud clap of thunder emanating from the light. If the saving throw is successful, the creature can enter the light.

The throne within is silver, adorned by hundreds of precious gems. These are set to form leering demon faces, skulls, fungi, and like patterns. They represent all colors, sizes, and shapes. This throne is identical to Zuggtmoy's found in her Great Hall at area 353 on Dungeon Level 3 (see chapter 11). Each gem is likewise linked to a demon, as explained in that area's description.

The light automatically and immediately gives the following abilities to anyone within it: *true seeing*, *detect magic*, and *detect thoughts*. The latter is even powerful enough to penetrate anti-scrying magic (such as an *amulet of proof against detection and location*) 90% of the time (check per round, as applicable). These abilities remain as long as the recipient stays in the light, but instantly vanish upon exiting from it.



Anyone sitting on the throne is immediately in mental contact with Zuggtmoy herself. She cannot communicate in words or pictures, but she may use her mental abilities to affect the target. If the target is a follower of Zuggtmoy, they are probably (90% chance, no saving throw) struck with fear and awe of her power, and effectively charmed by her for  $1d6 \times 10$  minutes. The leaders of the Greater Temple thus use the throne to inform Zuggtmoy of recent events and needs and receive general feelings, such as approval, pleasure, anger, etc., from her.

Any non-follower who sits in the throne is subject to two attacks from the demoness. The first is a mind blast of psychic energy. The target must make a successful DC 19 Intelligence saving throw or take 27 ( $5d8 + 5$ )

psychic damage and become stunned for 1 minute. The second attack is with her Mind Control Spores (see **Zuggtmoy** in appendix A). If the target is stunned, the saving throw against this attack is made with disadvantage. If the target does not succumb to her Mind Control Spores, she forcefully expels the target off the throne and out of the light (no saving throw).

**Developments.** If a character falls under the demoness's entralling sway, they bide their time over the next 24 hours. At some point, they betray their companions, perhaps when engaged with the Temple's troops. The DM is encouraged to take the player aside and explain the situation, and present this as a unique roleplaying opportunity, possibly granting an experience point award for cunning play.

## CHAPTER THIRTEEN

# Introduction to the Nodes of Elemental Evil

our partial planes were created by Zuggtmoy to be used both as sources of power and as places of preparation and storage. They are permanently and magically tied to the northern areas of Dungeon Levels 3 and 4, and accessible from these locations if the proper methods are employed.

Each of these partial planes (also called Nodes) is filled by a tiny, moon-like body, stranded in a small, odd, and isolated region of magically created space. Severely distorted effects of many sorts bedevil the surface of the moon, being within a mile of the very edge of the plane itself. Thus, the 100 square miles of surface area is largely avoided.

A small part of the interior of each Node is in use. Although a Node is almost 5 ½ miles across (29,000 feet in diameter, or a total of 94 cubic miles), the space in current use is only about 1,600 by 2,100 feet in width, varying from 10 to 250 feet in depth.

The Nodes exist only as long as their connections to the dungeon remain unbroken. If Zuggtmoy is slain, the connections vanish, and the Nodes do likewise. Any and all things within them at that time are sent whirling into a plane of the Abyss, either to Zuggtmoy's or one adjacent (planes 221 to 223).

On two of the Node maps (Air and Water Nodes—maps 27 and 30, respectively), the scale is much greater than on the dungeon maps. Each square thereon is 50 feet on a side instead of 10. The other two maps (the Earth and Fire Nodes—maps 28 and 29, respectively) use standard scale with 10-foot squares. With standard slow and careful dungeon progress, a party may take many days to explore the entire Node map. Compounding this is the fact that each Node is initially considered difficult terrain. But following a day or so of travel on a particular Node, the characters become accustomed to the wild terrain, which for the most part negates any penalties to movement. There are still certain areas in the Nodes, as detailed in their respective chapters, that are always considered to be difficult terrain.

## TRANSPORTATION

On maps 25 and 27 through 30, the symbols used for the elements are a square for water, an eight-pointed symbol for fire, a circle for air, and a triangle for earth. All these symbols are magical, being the locations of gates. A sizeable glyph about 10 feet across is visible on the floor at each such location. Up to 10 Medium beings can occupy a glyph at one time.

In dungeon area 339 (see chapter 11) and on each Node, anyone standing on one of these symbols for 3 rounds is sent from there to the appropriate destination Node. On the first round, characters in the circle experience an unnerving sensation, but can easily step outside of the circle. During the second round, the features of the Node begin to shimmer and blur, and a successful DC 10 Wisdom saving throw is required to resist and exit the circle. On the third round, the area begins to transform into a shimmering landscape of the destination, and a successful DC 15 Wisdom saving throw is required to resist and willingly exit the circle, preventing transport. At the end of this round, the transport is complete. The user arrives at the center of the Node map; see the appropriate area description for details. Each Node map contains only three of the symbols, the one corresponding to the Node itself being omitted.

Dungeon area 419 (see chapter 13) has many halls which lead to gates to the Nodes (and to the actual Elemental Planes as well), as noted in the area descriptions. Each gate bears a corresponding symbol, and each works in similar fashion.

Anyone possessing a *power gem* for the *Yellowskull* (see appendix D) can modify the transportation effect of the corresponding glyph (e.g., the smoky quartz can affect the air glyph—the circle—but no other). The user must hold the gem (either loose or mounted) while entering the glyph, concentrating on another identical glyph (those in the dungeon or on another Node). After the usual 3 rounds (as described above), the user and any other creature(s) entering the glyph during the same



round are sent to one of the identical glyphs, rather than the center of the corresponding Node. Use 1d4 and the table below to randomly find the actual destination:

D4	Destination	Notes
1-2	Same symbol on a Node	
3	Dungeon Level 3	Area 339
4	Dungeon Level 4	Area 421, 422, 424, 425, 427, 428, 431, or 432 as per symbol

The glyph at the point of arrival is deactivated for 1 round by this use but must be evacuated lest it send the traveler(s) away following the next cycle (after the usual 3 rounds of occupation).

Note that the *Yellowskull* itself is not needed for the above change in the use of the symbols; only one of the appropriate gems is required. The modified result applies only to that use of the glyph and does not permanently change it in any way.

Escape from the Nodes by other means is highly unlikely. A properly worded *wish*, *plane shift*, or certain other spell effects may allow transportation, as detailed in the following list of spell modifications. No other

magical or mundane means succeed. The number of current occupants of the Nodes testifies to the security of the whole system.

## ENVIRONMENTAL DAMAGE

The climate on each Node was designed for the comfort of the elemental beings within. The concentrated raw elements may cause damage to visitors. Carefully keep track of time when characters enter an Elemental Node. Completely unprotected beings native to the Material Plane take 2 (1d4) points of element damage for every 10 minutes of exposure on the Node. Practical nonmagical aids (furs or coats on the chilly Air Node, removing armor on the Fire Node, and so forth) reduce element damage by half. Any magical or innate resistance or protection to the element or its effects negates environmental damage completely.

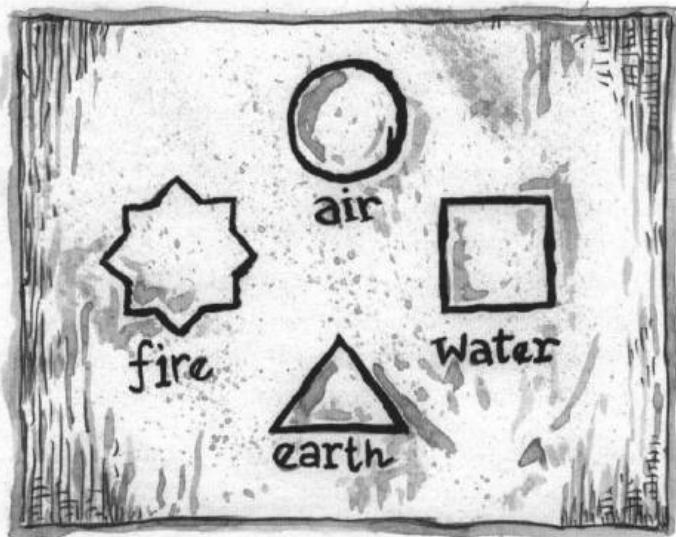
Environmental damage is sporadic, not constant. It does not absolutely prevent spellcasting, but it may cause problems. The DM should make a check each time a spell is cast, rolling 1d6; if the result is 1, the caster takes some of the environmental damage during the casting, which requires a successful DC 10 Constitution saving

throw, or the spell is lost. The same applies if a spellcaster takes environmental damage while concentrating on a spell. Ignore this effect, of course, if the caster is magically immune to the environmental damage.

## DEVELOPMENT

In play, the characters may find their way to the Nodes in search of some means of destroying Zuggtmoy, the Temple, and so forth—and the gems of the Nodes provide the keys to do so, given the discovery of the *Orb* as well (either before or after the gems' recovery, actually). But, if they blunder onto the Nodes or are forced thereon by the press of a massed monster attack (especially on Dungeon Level 4), they will doubtless spend much time there, wandering and searching for the exit. Such victims are nearly doomed unless they find and then discover the uses of the *gems of power*.

In the original publication of *The Temple of Elemental Evil*, the four Nodes were not fully described for space reasons. Instead, a detailed map was presented, along with an outline of encounter areas, and then a roster of creatures likely to be encountered. For the fifth edition conversion of this classic adventure, we have fully designed each of the Nodes based on this original material. This includes read-aloud text sections and detailed monster lairs, along with tactics, treasure, etc. Of course, the DM is welcome (and, in fact, encouraged) to further the design of each Node according to her preferences and individual campaign.



Hundreds of adventurers, humanoids, and others have vanished onto the Nodes, and their traces (or even descendants or survivors!) may be found anywhere. Sacri-

fices arrive daily, even now at a low point of the Temple's power, taken through the long halls, and tossed through the gates by the clerics and troops of the Greater Temple on Dungeon Level 4 (see chapter 12).

If any notable NPCs in your campaign have been missing, they might show up here. The same applies to singular magical devices once in their (or others') possession, of course. And for higher-level parties, certain powerful creatures once banished from or defeated on the Material Plane due to past character actions might be found herein, having struck a pact with Iuz and Zuggtmoy in exchange for permanent or temporary visiting rights. Often the most memorable villain (when used sparingly) is that of the reoccurring type, and these four Nodes provide ample opportunities for the DM to put his own spin on this grand adventure.

Herein should be all the tools for you, as Dungeon Master, to tailor the game to the characters. If their powers are lacking, they can find useful equipment, wondrous magical items, and staunch allies. If healthy and well-provisioned, they should find cunning opponents at every turn and high-stakes, challenging encounters. You have complete control with the freedom to add subplots, clues, suspense, and excitement as you see fit. Challenge the characters (and the players), but do not frustrate them.

## MODIFICATIONS TO MAGIC

The Elemental Nodes are very close to the Material Plane, so distance causes no ill effects to most magical items. No enchantment bonus (+1, +2, etc.) is lost from permanent items. However, many spell effects may be altered, and effects produced by devices may be likewise (based on the similar spell effect).

Energy-based effects and attacks are enhanced to have double the effect (usually range, duration, and damage) on the Node of the same energy but are reduced to half the effect on the opposite Node. For example, a *fireball* cast using a 3rd-level spell slot would have a range of 300 feet, a blast radius of 40 feet, and cause 16d6 fire damage on the Fire Node. The same *fireball* cast on the Water Node would have a range of 75 feet, a blast radius of 10 feet, and cause 4d6 fire damage. When an effect is based on two energy types listed, modifications are halved; use one quarter damage instead of half damage or 50% extra instead of doubled. Saving throws against

double-strength effects are made with disadvantage while saving throws made against spells with halved effects are made with advantage.

For reference, the table below summarizes the four energy types associated with each Elemental Node and the opposing Node.

Node	Favored Energy	Opposite Energy
Air	Lightning	Acid
Earth	Acid	Lightning
Fire	Fire	Cold
Water	Cold	Fire

Refer to the lists below for other alterations (both mandatory and possible, at the DM's discretion) in spells and spell-like effects produced by items.

## SPELL VARIATIONS

Some spells (but not magic item effects) can be deliberately altered if the caster knows how to do so. When the phrase "Can be cast as" is given in the listing below, the spellcaster can learn how to produce the given altered effect after casting the spell a few times. After casting the spell the first time, the caster can attempt a DC 17 Intelligence (Arcana) check. Success indicates they have learned how to cast the spell in an alternative way. If the check is failed, after the second casting, the Intelligence (Arcana) check's DC is now 12. If this check is failed, after casting the spell the third time, the caster automatically learns how to alter its effects. In such listings, "energy" refers to the local material at hand. Thus, "create energy" creates fire on the Fire Node, earth on that Node, and so forth; a similar effect can be achieved for "destroy energy" in some cases. Once an altered version is understood, it may be used on any element (i.e., separate practice is not required for each), and may even be transcribed onto a scroll in modified form, for later use, sale, research, etc. The unchanged spell may still be cast on any Node except for its opposite Node, as listed in the table above.

To introduce the spell variations in play, check each spell cast on a Node against the following list. If it can be modified, tell the player that the character senses the potential change, and can learn more with just a bit of arcane research or practice. When a character learns the modified versions of spells, it may be helpful to record this information on the player character sheet or in the

DM's campaign notes for future reference.

**Acid Splash.** Can be cast with an alternate energy source (for example, *fire splash*). No effect on the Air Node.

**Animate Objects.** Can be used on a Node element to create a **minor air, earth, fire, or water elemental** (see appendix C for all four types).

**Antimagic Field.** This is a dangerous spell, as it cuts off all beneficial magical effects which are in place in the environment. Environmental damage is doubled (2d4) and occurs every 1 minute as opposed to every 10 minutes.

**Armor of Agathys.** Can be cast with an alternate energy source as its protective aura. No effect on the Fire Node.

**Banishing Smite.** All elemental creatures are native to their respective Node.

**Banishment.** All elemental creatures are native to their respective Node.

**Burning Hands.** Can be cast with an alternate energy source (for example, *acid hands*). No effect on the Water Node.

**Call Lightning.** Only functions on the Air Node.

**Chromatic Orb.** The energy type matches the current Node (and can't be changed by the caster).

**Cloudkill.** Creates a cloud of a poisonous element (gas, dust, smoke, or mist) appropriate to the Node. The damage type is partially poison (2d8) with the remaining (3d8) of the energy type of the appropriate Node. Additional damage incurred due to using a higher spell slot is poison damage.

**Commune.** No effect.

**Commune with Nature.** No effect.

**Cone of Cold.** Can be cast with an alternate energy source (for example, *cone of fire*). No effect on the Fire Node.

**Conjure Animals.** No effect.

**Conjure Barrage.** No effect.

**Conjure Celestial.** No effect.

**Conjure Elemental.** On the appropriate Elemental Node, this conjures two elementals of CR 5 or less. No

effect on the opposing Elemental Node. On the other two Nodes, no alteration.

**Conjure Fey.** No effect.

**Conjure Minor Elementals.** On the appropriate Elemental Node, double the number of elementals are conjured. No effect on the opposing Elemental Node. On the other two Nodes, no alteration.

**Conjure Volley.** No effect.

**Conjure Woodland Beings.** No effect.

**Contact Other Plane.** The DC 15 Intelligence saving throw is made with disadvantage.

**Continual Flame.** No effect on the Water Node.

**Control Water.** No effect on the Fire Node.

**Control Weather.** No effect.

**Create Food and Water.** Can be used to create an element instead of water (for example, *create fire*).

**Create or Destroy Water.** Can be used to create or destroy an element instead (for example, *destroy earth*).

**Create Undead.** No effect.

**Creation.** Can be used to create an element on the appropriate Node.

**Delayed Blast Fireball.** Can be cast with an alternate energy source (for example, *delayed blast acidball*). No effect on the Water Node.

**Demiplane.** Creates a demiplane of the appropriate Elemental Node.

**Divination.** Only can be used to reveal information about the 500-foot-by-500-foot area on the current Elemental Node around the caster.

**Divine Word.** Only elementals are forced back to their plane of origin.

**Drawmij's Instant Summons.** No effect.

**Earthquake.** Can cause a quake of the appropriate element (for example, *waterquake*).

**Elemental Weapon.** Can't be used to imbue a weapon with thunder damage. When cast on the appropriate Node, the energy damage is doubled (2d4). No effect on the opposite Node.

**Entangle.** Works on any elemental plant equivalents, including immobile molds.



**Faerie Fire.** If cast on the Fire Node, the target takes 1d4 fire damage per round if it fails the Dexterity saving throw.

**Find Familiar.** No effect.

**Find Steed.** No effect.

**Fire Bolt.** Can be cast with an alternate energy source (for example, *acid bolt*), but it has the effect of the base spell. No effect on the Water Node.

**Fire Storm.** Can be cast with an alternate energy source (for example, *acid storm*). No effect on the Water Node.

**Fireball.** Can be cast with an alternate energy source (for example, *iceball*). No effect on the Water Node.

**Flame Blade.** Can be cast with an alternate energy source (for example, *ice blade*). No effect on the Water Node.

**Flame Strike.** Can be cast with an alternate energy source (for example, *lightning strike*). No effect on the Water Node.

**Flaming Sphere.** Can be cast with an alternate energy source (for example, *ice sphere*). No effect on the Water Node.

**Flesh to Stone.** If cast on the Earth Node, the target needs to make four successful saving throws to resist becoming petrified. Once petrified, the target remains so until the effect is removed.

**Fly.** This spell is enhanced (double duration, flying speed increased to 90 feet) on the Air Node and reduced (half duration, flying speed decreased to 30 feet) on the Earth Node.

**Fog Cloud.** Can be cast as an element cloud (for example, *dust cloud*).

**Forbiddance.** This spell can't be used to ward one of the existing gates. It can be used to damage elementals (only).

**Gaseous Form.** In the Air Node, the flying speed is doubled to 20 feet.

**Gate.** Allows escape to the plane of choice.

**Globe of Invulnerability.** This spell actually blocks some of the Nodes' beneficial, protective wards on environmental damage. Elemental damage is doubled (2d4) and occurs every 1 minute as opposed to every 10 minutes.

**Glyph of Warding.** If an explosive runes effect utilizes energy damage that matches the Node, an additional 1d8 energy damage occurs and the saving throw for half damage is made with disadvantage. If the opposing energy damage is utilized, 1d8 less energy damage occurs and the saving throw is made with advantage.

**Gust of Wind.** This spell is enhanced (double range, duration, and area of effect) on the Air Node.

**Hallucinatory Terrain.** No effect as the Nodes are not considered natural terrain. A variation of this spell can be learned (as described above) to create Node-specific hallucinatory terrain effects.

**Heat Metal.** This spell is enhanced (double range, duration, and damage) on the Fire Node. No effect on the Water Node.

**Hellish Rebuke.** Can be cast with an alternate energy source (for example, *acidic rebuke*). No effect on the Water Node.

**Hunger of Hadar.** No effect.

**Ice Storm.** Can be cast with an alternate energy source (for example, *fire storm*). This spell is enhanced (double cold damage) on the Water Node. No effect on the Fire

Node.

**Imprisonment.** The hedged prison form of imprisonment has no effect.

**Incendiary Cloud.** This spell is enhanced on both the Air and Fire Nodes and reduced on both the Earth and Water Nodes.

**Insect Plague.** No effect.

**Lightning Arrow.** Can be cast with an alternate energy source (for example, *ice arrow*). No effect on the Earth Node.

**Lightning Bolt.** Can be cast with an alternate energy source (for example, *ice bolt*). No effect on the Earth Node.

**Locate Animals or Plants.** The area of effect is limited to the Node the caster is currently on.

**Locate Creature.** The area of effect is limited to the Node the caster is currently on.

**Locate Object.** The area of effect is limited to the Node the caster is currently on. If one of the other gates have been examined, this can be used to find the gate on this Node.

**Magic Circle.** No effect on elementals.

**Maze.** The maze created is limited to the Node the caster is currently on. The Intelligence check to escape is made with advantage.

**Meld into Stone.** This spell is enhanced on the Earth Node. It has reduced effects on the Fire and Water Nodes. No effect on the Air Node.

**Melf's Acid Arrow.** Can be cast with alternate energy source (for example, *Melf's lightning arrow*). No effect on the Air Node.

**Meteor Swarm.** Can be cast with an alternate energy source (for example, *ice swarm*). This spell is enhanced (double fire damage) on the Fire Node. No effect on the Water Node.

**Move Earth.** Can be cast with an alternative energy source (for example, *move fire*). No effect on the Water Node.

**Otiluke's Freezing Sphere.** Can be cast with an alternative energy source (for example, *Otiluke's fiery sphere*). No effect on the Fire Node.

**Passwall.** This spell is enhanced on the Earth Node.

**Planar Ally.** No effect.

**Planar Binding.** No effect on elementals.

**Plane Shift.** Banishing creatures has no effect.

**Prismatic Spray.** Targets make saving throws with disadvantage against energy damage on the associated Node. Targets make saving throws with advantage against energy damage on the opposing Node. For example, on the Fire Node, a target would have disadvantage on the saving throw versus the red ray but would have advantage on the saving throw versus the blue ray.

**Prismatic Wall.** Targets make saving throws with disadvantage against energy damage on the associated Node. Targets make saving throws with advantage against energy damage on the opposing Node. For example, on the Fire Node, a target would have disadvantage on the saving throw versus the red wall but would have advantage on the saving throw versus the blue wall.

**Produce Flame.** Can be cast with an alternate energy source (for example, *produce lightning*). No effect on the Water Node.

**Protection from Energy.** This spell grants immunity to all damage from environmental effects of each Node.

**Purify Food and Drink.** Can be cast to purify an element (for example, *purify earth*).

**Ray of Frost.** Can be cast with an alternative energy source (for example, *ray of lightning*). No effect on the Fire Node.

**Scorching Ray.** Can be cast with an alternate energy source (for example, *icy ray*). No effect on the Water Node.

**Scrying.** Caster can only scry a target on the same Node.

**Searing Smite.** Can be cast with an alternate energy source (for example, *acidic smite*). No effect on the Water Node.

**Shocking Grasp.** Can be cast with an alternate energy source (for example, *icy grasp*). No effect on the Earth Node.

**Sleet Storm.** No effect on the Fire Node.

**Spike Growth.** This spell is enhanced (double range, area of effect, and piercing damage) on the Earth Node. No effect on the Air Node.

**Stone Shape.** Can be cast to shape an element (for example, *water shape*).

**Stoneskin.** This spell is enhanced (double duration) on the Earth Node. No effect on the Air Node.

**Storm of Vengeance.** This spell can only be cast on the Air Node, where its effects are enhanced.

**Telepathy.** The caster and the target must be on the same Node for this spell to function.

**Teleport.** Can be used to teleport throughout the current Node but can't be used to escape the Node.

**Teleportation Circle.** Can be used to teleport throughout the current Node but can't be used to escape the Node.

**Tree Stride.** Works on any elemental plant equivalents, including immobile molds.

**Tsunami.** This spell is enhanced (double duration, area of effect, and bludgeoning damage) on the Water Node. No effect on the Fire Node.

**Wall of Fire.** Can be cast with an alternate energy source (for example, *wall of lightning*). No effect on the Water Node.

**Wall of Ice.** Can be cast with an alternate energy source (for example, *wall of acid*). No effect on the Fire Node.

**Wall of Stone.** Can be cast with an alternate energy source (for example, *wall of fire*, and in this case use that spell's description). This spell is enhanced (double range, duration, and area of effect) on the Earth Node. No effect on the Air Node.

**Water Breathing.** Can be cast to breathe an element (for example, *earth breathing*) which negates the environmental effects of the appropriate Node. This spell is enhanced (double range, duration, and number of affected creatures) on the Water Node.

**Water Walk.** This spell is enhanced (double range and duration) on the Water Node.

**Web.** Normal webs created with this spell on the Fire Node are destroyed in 1 round. Can be cast with an alternate energy source (for example, *ice web*) which persist in a similar element.

**Wind Walk.** Can be cast with an alternate energy source (for example, *fire walk*). No effect on the Earth Node.

**Wind Wall.** This spell is enhanced (double range, dura-

tion, area of effect, and bludgeoning damage) on the Air Node. No effect on the Earth Node.

**Wish.** Can be used to affect the contents of the same Node only. Can be used to transport up to 10 Medium-sized creatures back to the Material Plane or to any other Elemental Node, to a location of the caster's choice, with no chance of error.



## TABLE OF MAGICAL TREASURES

In the original publication of *The Temple of Elemental Evil*, the Elemental Nodes were not fully developed. There was a map, an outline of encounter areas, and a list of Node residents. It was the DM's responsibility to detail the Nodes fully, including placing treasure and magic items. When it came to treasure, a table of magic items was presented to randomly determine a magic item for a specific encounter.

The fifth edition conversion includes fully developed Node encounters. However, some DMs might want to alter the magic items present or create entirely different encounters and loot, or possibly even expand the Nodes as presented with additional adventuring locations. Therefore, we have provided a new table (see sidebar) with magic items appropriate to fifth edition. Roll 1d100 to determine the exact item. Place the item and delete it from the table; roll again if the same result occurs again or if a result doesn't make logical sense. For example, magic books or *spell scrolls* would easily become damaged in the Fire or Water Nodes unless somehow protected. In the unlikely event that all these items are used, select magic randomly using the *DMG*, pages 142–149, Tables A through I.

Note that all spells on *spell scrolls* given below are of 1st to 7th level (though you are not bound by this guideline). The spell level of the selected spell is noted after the spell in case the DM would like to select alternative spells that are more appropriate to the characters. This is also a great opportunity to debut new magic items and spells designed by the DM for introduction into the campaign.

### D100 MAGIC ITEM

1	<i>potion of heroism</i>
2	<i>wand of lightning bolts</i>
3	<i>sovereign glue</i>
4	<i>spell scroll of protection from energy</i>
5	<i>+1 plate armor</i>
6	<i>potion of fire giant strength</i>
7	<i>rod of resurrection</i>
8	<i>ring of shocking grasp</i> (see appendix D)
9	<i>+2 mace</i>
10	<i>scroll of protection</i> (fiends)
11	<i>potion of levitation</i> (see appendix D)
12	<i>hat of disguise</i>
13	<i>scroll of protection</i> (fey)
14	<i>+2 shield</i>
15	<i>shapechanger slayer longsword</i> (as per <i>giant slayer</i> )
16	<i>potion of invisibility</i>
17	<i>periapt of proof against poison</i>
18	<i>spell scroll of lesser restoration</i>
19	<i>+1 plate armor</i>
20	<i>wand of paralysis</i>
21	<i>potion of polymorph</i> (see appendix D)
22	<i>scroll of protection</i> (elementals)
23	<i>staff of striking</i>
24	<i>+1 chain mail</i>
25	<i>dragon slayer greatsword</i>
26	<i>potion of healing</i>
27	<i>Snoop</i> (sentient +1 longsword; see appendix D)
28	<i>bracers of defense</i>
29	<i>+1 spear</i>
30	<i>scroll of protection</i> (undead)
31	<i>+2 plate armor</i>
32	<i>potion of fire breath</i>
33	<i>helm of underwater action</i> (see appendix D)
34	<i>defender shortsword</i>

35	ring of shooting stars
36	potion of flying
37	spell scroll of stoneskin
38	figurine of wondrous power (marble elephant)
39	+2 spear
40	+2 dagger
41	potion of speed
42	cloak of protection
43	spell scroll of protection from energy (lightning) (3rd level)
44	+2 longsword
45	+1 light crossbow
46	potion of vitality
47	cursed scarab of protection (see appendix D)
48	+1 shield
49	ring of feather falling
50	decanter of endless water
51	spell scroll of alter self
52	potion of mind reading
53	+3 shield
54	bracers of archery
55	+1 arrows (10)
56	potions of water breathing (4)
57	+1 battleaxe
58	spell scroll of moonbeam
59	+1 crossbow bolts (12)
60	+1 leather armor
61	potions of heroism (2)
62	flame tongue greatsword
63	spell scroll of dispel magic
64	armor of vulnerability
65	+1 shield
66	potion of climbing
67	+3 chain shirt
68	berserker axe (battleaxe)
69	boots of levitation
70	giant slayer longsword
71	potion of gaseous form
72	ring of resistance (fire)
73	+3 longsword
74	+1 mace
75	potion of resistance (fire)
76	sword of lifestealing (shortsword)
77	spell scroll of fabricate

78	rope of climbing
79	+1 splint armor
80	necklace of strangulation (see appendix D)
81	potion of clairvoyance
82	+1 warhammer
83	+1 handaxe
84	spell scroll of sequester
85	+2 shortbow
86	potion of delusion (see appendix D; appears to be a potion of flying)
87	+1 chain mail
88	+1 longsword
89	gauntlets of dexterity (see appendix D)
90	wand of size alteration (see appendix D)
91	spell scroll of wind walk
92	potion of superior healing
93	humanoid slayer dagger (as per giant slayer)
94	+1 scale mail
95	+1 shield
96	ring of protection
97	potion of ventriloquism (see appendix D)
98	spell scroll of forcecage
99	dust of disappearance (3 packets)
100	Schakha (sentient +1 scimitar; see appendix D)

## NODE RESIDENTS

Most of the creatures inhabiting the Nodes were brought or summoned here from the Elemental Planes by Zuggtmoy or Iuz. Some came from the Material Plane, usually lured here or banished via “sacrifice” in the Temple. Very few have escaped, even after many long years. Zuggtmoy’s beloved molds, oozes, and goops also wander all four Nodes, coming and going at the bidding of their mistress.

It is important to note that the elementals and related creatures herein are free-willed—not conjured or summoned—but trapped. They are unaffected by *dispel magic* and are not blocked by *protection from evil and good*. They are also not necessarily hostile, being neutral and as eager to escape as are the characters. Should communication be established, or some indication of friendliness be given (such as offered treasure or food), elementals might very well agree to peaceful coexistence or even a limited partnership for a time. Refer to individual encounters for instructions how to proceed with social interaction.

The wandering monster lists of creatures found in the Nodes give numbers appearing, but you may modify these to suit the characters' levels and relative health. Most creatures should be initially encountered in small numbers, roving near or far from their lair. Do not suddenly introduce the entire complement of a creature type in one fell swoop. The several true elementals found in each Node should be encountered singly, as they have no actual lair. Finally, some few residents, especially the evil ones of lower intelligence, may still be working toward a greater goal set by their leaders Iuz and Zuggtmoy long ago. They may be developing areas, digging new tunnels, or simply patrolling for intruders. In any event, they are dangerous fanatics, fighting to the death to ensure the continued completion of their assigned tasks.

## WANDERING ENCOUNTERS IN THE NODES

The first time the characters enter a Node area that isn't otherwise occupied, check for a random encounter by rolling 1d100. Also, check for a random encounter every 10 minutes the characters engage in extensive traveling or exploring. During a long rest, check for encounters three times. During a short rest, check for encounters once. Consult Table N1 for the result of the encounter. On a roll of 1-20, an encounter occurs, typically, with one of Zuggtmoy's fungal pets. On a roll of 14-20, consult the appropriate wandering monster sub-table in the respective Node chapter.



### ASCOMOID

These strange, puffball-like fungi are always encountered singly, but come in a variety of playful hues such as purples, pinks, or oranges. **Ascomoids** (see appendix C) are pets of Zuggtmoy, and roam all four of the Nodes, rolling about using their crude sensor organs to detect organic creatures. They mindlessly attack via rolling into potential targets, and fight until destroyed.

### BASIDIROND

These orange, multi-stemmed fungi appear to be inverted umbrellas supported on several woody stalks.

**TABLE N1: ALL NODES WANDERING MONSTERS**

D100	Encounter	# App	XP	Source	Notes
01	Ascomoid	1	1,800	Appendix C	
02	Basidiroids	1d4	100	Appendix C	
03-04	Gray oozes	1d4	100	MM, p. 243	
05-06	Ochre jelly	1	450	MM, p. 243	
07	Phycomids	1d6	50	Appendix C	
08-10	Deadly puddings	1d2	1,100	MM, p. 241	
11	Ustilagors	1d4	50	Appendix C	
12	Zygom-infested creatures	Varies	Varies	Varies	See description
13	NPCs	Varies	Varies	Appendix B	See Sub-table N2
14-20	Node resident	1	Varies	Varies	See Sub-table A/E/F/W2
21-00	No encounter	NA	NA	NA	

**Basidironds** (see appendix C) are pets of Zuggtmoy and roam all four of the Nodes, although in appropriate environments. They utilize their False Appearance trait to typically establish themselves on well-used routes, hoping that travelers stumble into their midst, triggering their Hallucinatory Spores attacks to confuse potential prey. Then they move in to deploy their Poison Spores. They fight until destroyed.

## DEADLY PUDDINGS

These puddings are pets of Zuggtmoy and roam the Nodes singly or in pairs. Deadly puddings are based on **black puddings**, but several different varieties are encountered depending on the Node. The table below details any modifications to their statistics:

Node	Deadly Pudding Type	Notes
Water	Brown pudding	AC 10, acid damage reduced to 9 (2d8), can't dissolve metal, but can affect leather and wood
Fire	Dun pudding	Speed 30 ft., acid damage reduced to 9 (2d8), dissolves metal at half effectiveness (1 inch per round)
Earth	Black pudding	As per MM, p. 241
Air	White pudding	Speed 25 ft., False Appearance trait (snow or ice patch), acid damage increased to 22 (5d8), but can't dissolve metal

## GRAY OOZES

Packs of **gray oozes** are pets of Zuggtmoy and roam all the Nodes in small groups. They use rudimentary tactics, such as dropping from heights (if possible) or surrounding targets. They thoughtlessly fight to the death.

## NPCS

See “Wandering NPCs” below.

## OCHRE JELLY

These yellowish blobs are pets of Zuggtmoy and are always encountered singly. With a glimmer of intelligence, an **ochre jelly** only attacks single targets or small groups. It is cunning enough to follow a larger group, waiting for an opportunity to pick off a single target or ambush when the targets are resting or engaged with another opponent. Once it springs an attack, it fights until destroyed.

## PHYCOMIDS

Several patches of algae-like **phycomid** (see appendix C) colonies occur on all four of the Nodes, typically attached to decomposing mounds of organic material or some type of rocky substrate. These are pets of Zuggtmoy and typically utilize their False Appearance trait before launching into attacks via their alkaline discharges. If engaged, they fight until destroyed.

## USTILAGORS

These brain-like, mobile, fungal growths roam the Nodes in small packs. **Ustilagors** (see appendix C) are pets of Zuggtmoy and aggressively attack creatures encountered during their meandering. They are apt to even chasing down fleeing prey. They carelessly fight until destroyed.

## ZYGOM-INFESTED CREATURES

Zuggtmoy has spread these fungal infestations on all the Nodes. They are typically encountered already infesting another creature that could be encountered on that Node. The table below is a summary of a typical infested creature from the respective Node. The DM is encouraged to develop other zygom-infested creatures appropriate to each Node.

Node	Infested Creature	CR	# App
Air	Giant bats	1/4	2d4
Earth	Giant scorpion	3	1d2
Fire	Fire snake	1	1d6
Water	Hunter shark	2	1d2

The creatures appear normal, but display occasional jerky movement, and a successful DC 12 Wisdom (Perception) check reveals the creature is adorned with the fungal colony. Each creature is controlled by the fungal colony. Use the statistics in the *Monster Manual* with the following changes:

- The creature is immune to psychic damage.
- The creature is immune to the charmed, blinded, deafened, and frightened conditions.

The creature has an additional trait:

**Spore Infection:** A target that suffers slashing or piercing damage from a zygom-infested creature must make a DC 12 Constitution saving throw. Failure indicates that several of the spore caps have burst and a “blue milk” secretion is attached to the target’s flesh via a pow-

erful organic adhesive. Every 24 hours, the target's hit point maximum is reduced by 10. When its hit point maximum reaches 0, the target dies and becomes "controlled" by the zygom colony. At any time during this incubation period, a *lesser restoration* or another effect that cures disease destroys the infestation.

## WANDERING NPCs

There are six NPCs wandering the Nodes. Each has their own story of how they became trapped and often what their motivations are. The DM is encouraged to create more NPCs from her own campaign to act as either potential allies or enemies, as appropriate.

### SUB-TABLE N2: NODE NPCs

D100	Encounter	Source	Notes
01-20	Ashrem	See description	
21-40	Grank	See description	See description
41-50	Darley	See description	Modified cambion
51-65	Jaer	Appendix B	
66-85	Sargen	Appendix B	
86-00	Taki	Appendix B	

## ASHREM

This bitter, old human was once the chief cleric of the Air Temple (see area 210 in chapter 10) before being replaced by Kelno a few years ago. Betrayed by his brother Alrrem (of the Fire Temple; see area 212 in chapter 10), he was sacrificed at the Air Temple and cast off into the Nodes. But his feigned death saved him; he was able to cure his near-mortal wounds and has survived in the Nodes by avoiding everyone and scavenging what materials he can find. He has a cache of spell components, both clerical and wizard types, hidden somewhere in the Node he is currently on, and uses these to barter should he be endangered by adventurers. He has some knowledge of the gates and knows the location of the gates on the Node where he is encountered.

He wears ill-fitting and damaged chain mail, taken from the body of a larger fighter, and carries a scarred shield bearing the symbol a green dragon on yellow field. A successful DC 18 Intelligence (History) check reveals this to be the symbol of a famous knight, Sir Robilar. He carries a mace, light hammer (+3 to hit, 1d4 + 1 bludgeoning damage), and many empty sacks of various sizes for scavenging.

Ashrem is a CE male human **priest** with these changes:

- His AC is 15 (ill-fitting chain mail).
- He has 39 (6d8 + 12) hit points.
- His ability scores are: Strength 13 (+1), Dexterity 9 (-1), Constitution 15 (+2), Intelligence 10 (+0), Wisdom 17 (+3), Charisma 7 (-2).
- His Divine Eminence trait is replaced by Malevolent Eminence, which deals necrotic damage instead of radiant damage.
- He wields a mace (+3 to hit, 4 [1d6 + 1] bludgeoning damage) and a light hammer (+3 to hit, range 20/60 ft., 3 [1d4 + 1] bludgeoning damage).

**Spellcasting:** Ashrem is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Ashrem has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, mending, thaumaturgy*
- 1st level (4 slots): *bane, cure wounds, inflict wounds*
- 2nd level (3 slots): *continual flame, hold person, silence*
- 3rd level (3 slots): *create food and water, dispel magic, tongues*

**Development.** If questioned, Ashrem reveals his name and profession and seeks aid in escaping, eagerly joining a party if asked. He is driven for revenge on his brother. He remains loyal to the characters regardless of their alignment, seeking escape from the Nodes. He has seen most of the other wandering NPCs at some time or another, but has avoided them, believing them hostile and dangerous.

## DARLEY

When encountered, Darley appears as a comely human female clad in robes. She is friendly and claims to be a powerful wizard. She will eagerly join a party if invited and will behave perfectly for at least two days of adventuring to allay any suspicions. She is, in reality, a female **cambion** with the following changes:

- Her innate spell *plane shift* is replaced with *project image*.
- She wields a quarterstaff instead of a spear:

**Quarterstaff:** *Melee Weapon Attack:* +7 to hit, reach 5



ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if used with two hands.

She was once part of a demonic faction allied against Iuz. The group was utterly defeated, of course, and its members scattered, banished, or imprisoned. Darley is one of the lucky ones allowed to wander here in the Nodes.

Darley fakes spellcasting gestures and sounds in conjunction with her innate spellcasting abilities to bolster her arcane image. She endeavors to portray the image of a powerful spellcaster. Even when she uses her Fire Ray or openly resists damage from her innate resistances, she feigns magical incantations to conceal her true nature.

She innately casts *alter self* and *project image* to assume and perpetuate her benign form. Darley's true form is very similar to her human one, with the small addition of vestigial horns (concealed by her thick hair) and small, bat-like wings (hidden by her voluminous robes). She uses her Deception skill to indefinitely keep up the masquerade.

## GRANK

A large group of bandits once visited the dungeon's Fourth Level in search of the rumored great wealth therein. They found the gates to the Nodes, and their leader ordered them through when approaching ettins were sighted. The leader has since been slain by monsters, as were over a dozen of the bandits.

The remaining seven N human **bandits** are led by Grank, a cleric, who literally rules by the powers of life and death he wields through his spells. They are scavengers and cowards, having survived nearly two months by their methods. If left alone, they will lose one of their number every 1d4 days until none remain.

Grank is a N male human **cleric** (see appendix B) with the following changes:

- His AC is 18 (chain mail and shield).
- He has 10 (3d8 - 3) hit points.
- His ability scores are: Strength 13 (+1), Dexterity 12 (+1), Constitution 9 (-1), Intelligence 10 (+0), Wisdom 16 (+3), Charisma 14 (+2).
- He is proficient with martial weapons.
- He wields a longsword (+3 to hit, 5 [1d8 + 1] slashing damage, or 6 [1d10 + 1] slashing damage if used with two hands).

**Spellcasting:** Grank is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Grank has the following cleric spells prepared:

- Cantrips (at will): *light, mending, thaumaturgy*
- 1st level (4 slots): *create or destroy water, cure wounds, detect magic, purify food and drink*
- 2nd level (2 slots): *hold person, lesser restoration*

The bandits prefer to attack from ambush, so an encounter with them will probably (75%) give them surprise from advanced knowledge of the terrain and the situation. If so, they begin with ranged attacks from half cover. They prefer to remain behind cover for as long as possible but engage in melee if necessary. When a bandit is wounded, he seeks to flee during his next turn with a Disengage action. All bandits are armed with shortswords (+3 to hit, 4 [1d6 + 1] slashing damage) and shortbows (+3 to hit, range 80/320 ft, 4 [1d6 + 1] piercing damage); each one carries 40 arrows.

## JAER

The weaver **Jaer** (see appendix B), once a solid resident of Nulb, came upon hard times and joined a group of bandits. Unbeknownst to him, the bandits were allied with the Temple. He regretted his choice almost immediately, but when he tried to quit, he was turned over to and questioned by the leaders of the Greater Temple. Following a short interrogation, he was then banished into the Nodes.

Jaer's survival is due to his craft as a weaver. He has fashioned a suit of armor, a shield, and tools by weaving scraps and bits of garbage he has found. He has even created woven bundles of flammable material that can be used as unique ranged weapons. Jaer carries a lit lamp most of the time for igniting his "fireballs." He also carries a few mundane weapons.

He has wandered the Nodes for only three weeks but is becoming desperate. He was once looted and chased off by the wandering bandits and, thus, is distrustful of the characters at first. But, he eagerly allies himself with a friendly group and offers to put his skills to good use for their benefit.

## SARGEN

This wizard once came to the Temple in search of work but was soon imprisoned and thrown to the Nodes due to philosophical differences. He has little equipment, having survived by hiding and eating anything he could find. He has passed into insanity in the last months and believes every creature he sees to be a demon or devil of some sort.

When encountered, **Sargen** (see appendix B) has worked up his courage and approaches the party, groveling. Believing them to be a troop of wandering demons, he plans to beg for release, offering thousands of gold pieces and future service in exchange. If attacked or threatened, he flees immediately, and future encounters occur at a distance, again causing him to flee.

The wizard lost his spellbook months ago. In addition to his cantrips, Sargen only retains two spells, saved for emergencies: *invisibility* and *fly*. He is desperate to escape the Nodes, but almost as desperate to begin work on his next spellbook.

**Development.** Sargen does have a hoard of gold coins hidden in his abode on the Material Plane. If the characters help him to escape the Nodes, he is grateful, but soon parts ways due to philosophical differences (assuming they are predominantly good-aligned). If treated with respect and cured of his madness, a few months later, he sends a reward of 3,000 gp to the characters.

## TAKI

The fearsome fighter **Taki** (see appendix B) stands a full 7 feet tall and wears his own shining, sky-blue plate armor. A shield is slung over his back, and he carries numerous weapons: greatsword, longbow, flail, and dagger. He was separated from his party about four months ago when they entered the Greater Temple. He was forced to retreat down a side corridor and ended up in the Nodes slightly wounded, but at least fully equipped.

Taki has survived by brute force. He once allied with Ashrem (see above) for a short time, receiving healing in exchange for his combat prowess. But, after being tricked several times his dislike of the cleric grew, and he went off on his own.

**Developments.** Taki is very suspicious of any party he meets, but if invited, he agrees to join with them for an hour or two, provided that any of his wounds are cured by the characters. He departs to sleep in a hiding place of his own preference, away from the party. After two or three days with a well-behaved and intelligent party, he joins them long-term, if asked. Any overtly evil actions, however, cause him to leave and continue his lonely quest for escape.

# CHAPTER FOURTEEN

## The Air Node

### GENERAL FEATURES

The Air Node within the Temple of Elemental Evil (also known as the Air Caverns) is depicted on map 27. Note that the scale of this map is 1 square = 50 feet.

**Entrance.** Those arriving in the Air Caverns appear on a plateau atop a central spire (area 1), standing 200 feet above the floor level and reaching to within 50 feet of the cavern's roof. A steep slope down spirals widdershins from the peak.

**Construction.** The slopes, stairs, and caverns themselves are hewn of solid rock, apparently by very good craftsmen. All surfaces are strewn with rubble, an occasional bone or bit of lost, worn equipment, and an infrequent shallow pit or landslide.

**Temperature and Ventilation.** The air throughout the Air Caverns tends toward cool and windy. The relatively constant temperature of 60 degrees F is comfortable to all herein, but the winds range from mild gusts of 10-20 mph to full gales of 100+ mph. The environmental damage is due to dust, pebbles, and other debris blown by the winds. Though most of the Air Caverns are dry and fairly mild, areas 13 through 16 are dotted with pools of icy water with frozen lumps on the walls. These areas are noticeably colder than the rest of the Air Node. Areas 13 and 14 average about 45 degrees F. The caves are even cooler towards their northern ends, about 35 degrees F, where part of a glacial outcropping can be seen at areas 15 and 16.

**Visibility.** Light seems to come from the ceiling of the cavern, which casts a soft, twilight glow through-

out the area. The visibility from the peak is fair; many cave entrances can be dimly seen in the distance. Dense clouds of random shapes and sizes drift in the great cavern. Though they are constantly pushed and torn by the winds, they do not disperse easily. At floor level, however, visibility varies widely. When necessary, the Dungeon Master may roll 2d4 to find the number of map squares visible in any one direction, but this could change in a short time, possibly only a round or two.

**Wandering Monsters.** The first time the characters enter a Node area that isn't otherwise occupied, check for a random encounter (as detailed in chapter 13). When resting, check for a random encounter once per short rest and three times per long rest. To determine what the characters encounter, the DM should roll 1d6 for the type of monster encountered or choose one from Sub-table A2. Many of these creatures are limited in number; the DM should track any that are defeated.

### AIR ELEMENTAL

Like its fellows, this **air elemental** was brought here and entrapped with magic. Although not evil or intelligent, it rages at its captivity and knows enough to seek escape (though not smart enough to achieve that goal). Most creatures encountered are subject to the elemental's wrath. They have no lairs, and thus, can be found nearly anywhere. Alternatively, when encountered, there is a 60% chance for 1d6 + 1 **minor air elementals** (see appendix C) or a 40% chance for 1d2 **air elementals**. There are only six air elementals and 12 minor air elementals trapped on this Node.

### SUB-TABLE A2: AIR NODE RESIDENTS

D6	Encounter	# App	XP	Source	Notes
1	Air elemental	Varies	Varies	Varies	See description
2	Cloud giant	1	5,000	MM, p. 154	
3	Grell	1	700	MM, p. 172	
4	Hieracosphinxes	1d4	3,900	Appendix C	
5	Vortex	1	450	Appendix C	
6	Young white dragon	1	2,300	MM, p. 101	

## CLOUD GIANT

This NG female **cloud giant**, named Fulith, is scouting the Node and watching for new arrivals. The giantess raises her weapon if the characters approach (treat her reaction as indifferent); if the characters are not hostile, she then relaxes after a moment and carefully questions them about how they arrived in the Node and what they know of the Nodes in general. Her ultimate goal is to acquire information and reach the other giants in area 21 to share it. If she is befriended and questioned, she willingly imparts the following information:

- The Air Node is populated with many dangerous, often desperate creatures.
- New arrivals usually arrive at the central spire but have also been observed emerging from various caves. (If asked specifically which caves, she can direct the party to areas 27 and 32.)
- The spire appears to be an entry point, but not an exit.
- Some caves contain magical portals that lead to other Elemental Nodes, but the giants have yet to find a way completely out of the Nodes themselves.

She has been ordered not to bring any creatures back to the giant lair, but if the characters propose a truce or alliance, she promises to bring word back to her superiors, and the giants can seek out the characters later if needed. She is not easily intimidated, but characters making a successful DC 20 Charisma (Persuasion) check can convince her to disregard her orders and bring them to the giant group (see areas 20 through 22).

The giantess wields a halberd (+12 to hit, 24 [3d10 + 8] slashing damage) and carries two rocks for throwing in a sack tucked in her belt. She wears three platinum bracelets (200 gp each) and a gold nose ring (125 gp).

## GRELL

A lone **grell** hovers approximately 8 feet above the floor, traveling back to its lair. (If this creature is encountered, it is one of the grells lairing in area 26. If those grells have already been defeated, this encounter should be rerolled.) The grell fearlessly attacks nearly anything it encounters.

## HIERACOSPHINXES

A group of **hieracosphinxes** (see appendix C) is flying through the area looking for easy prey. Any size Medium

or smaller targets are subject to attack (from above, unless they are encountered within a low-ceilinged cave). There are eight total sphinxes on this Node.

## VORTEX

This **vortex** (see appendix C) is wandering and on the hunt. It has little fear attacking creatures bigger or more numerous than itself, and it is usually too foul-tempered and stupid to cease attacking even when involved in a lost cause. Whirling about within its cone-shaped, spinning body is a brilliant, amber gem: a *gem of seeing*.

## YOUNG WHITE DRAGON

This is one of the sibling **young white dragons** from area 10, out wandering the Node. If it can, it snatches one of the characters and hastens back to its lair, hoping that others follow into an ambush with the other two dragons.

## SCALING THE ENCOUNTERS

The encounters presented in the Air Node were designed for five to eight 6th- or 7th-level characters. For this conversion, they are presented as they occurred in the original text. Most parties of fifth edition characters range in size from four to six, and most should be all 5th- or 6th level, assuming they proceeded to the Nodes soon after exploring the Temple's dungeon levels. Thus, the DM might want to adjust the challenge of several of the tougher encounters to bring them in line with modern standards. These include:

**Area 10.** Remove one dragon (although still a challenging encounter) or replace the dragons with two **manticores**.

**Area 11.** Remove three hieracosphinxes.

**Area 16.** Remove one miilstu.

**Area 18.** Remove five ildriss grues.

**Area 24.** Remove five giant ice toads.

**Area 25.** Remove three hieracosphinxes.

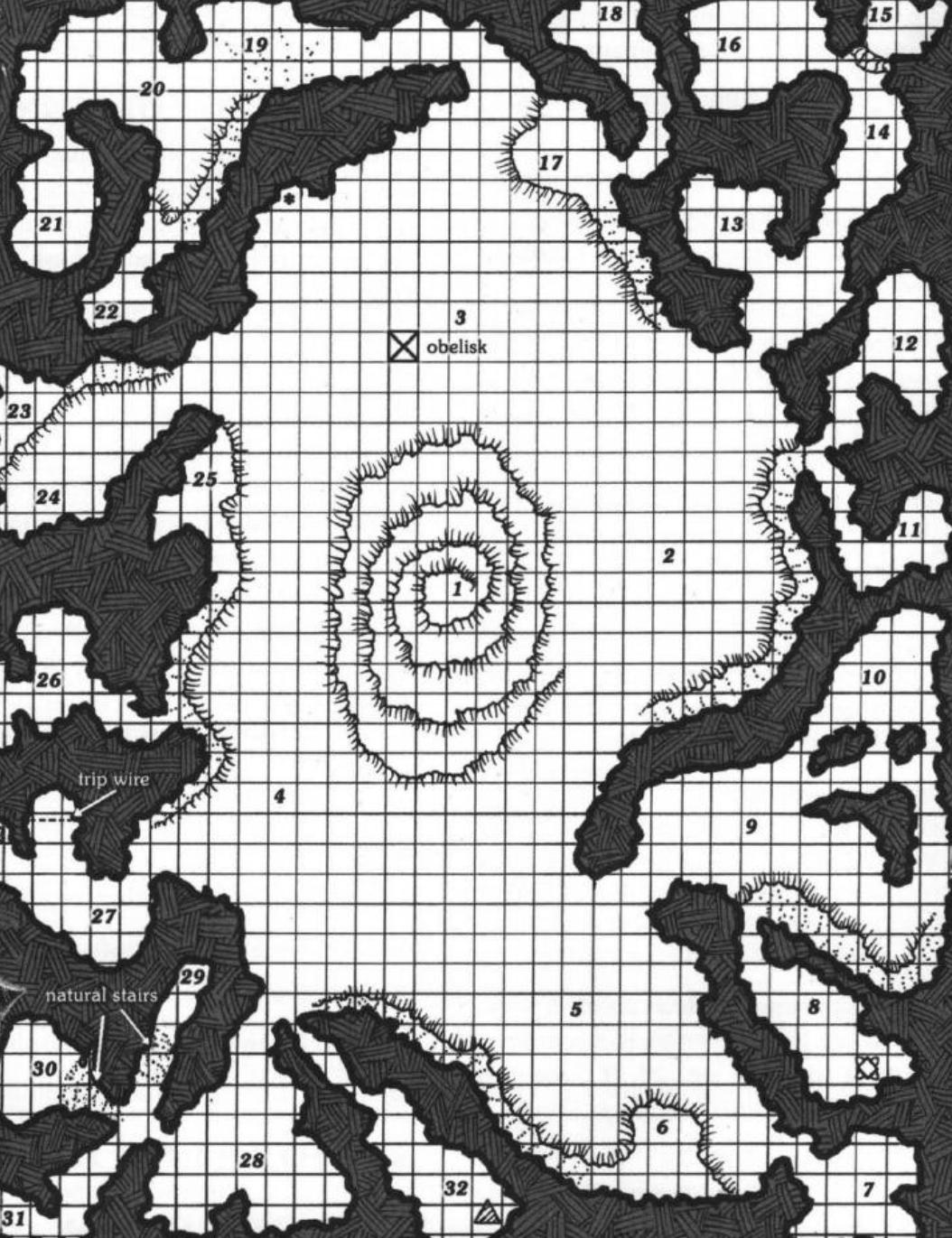
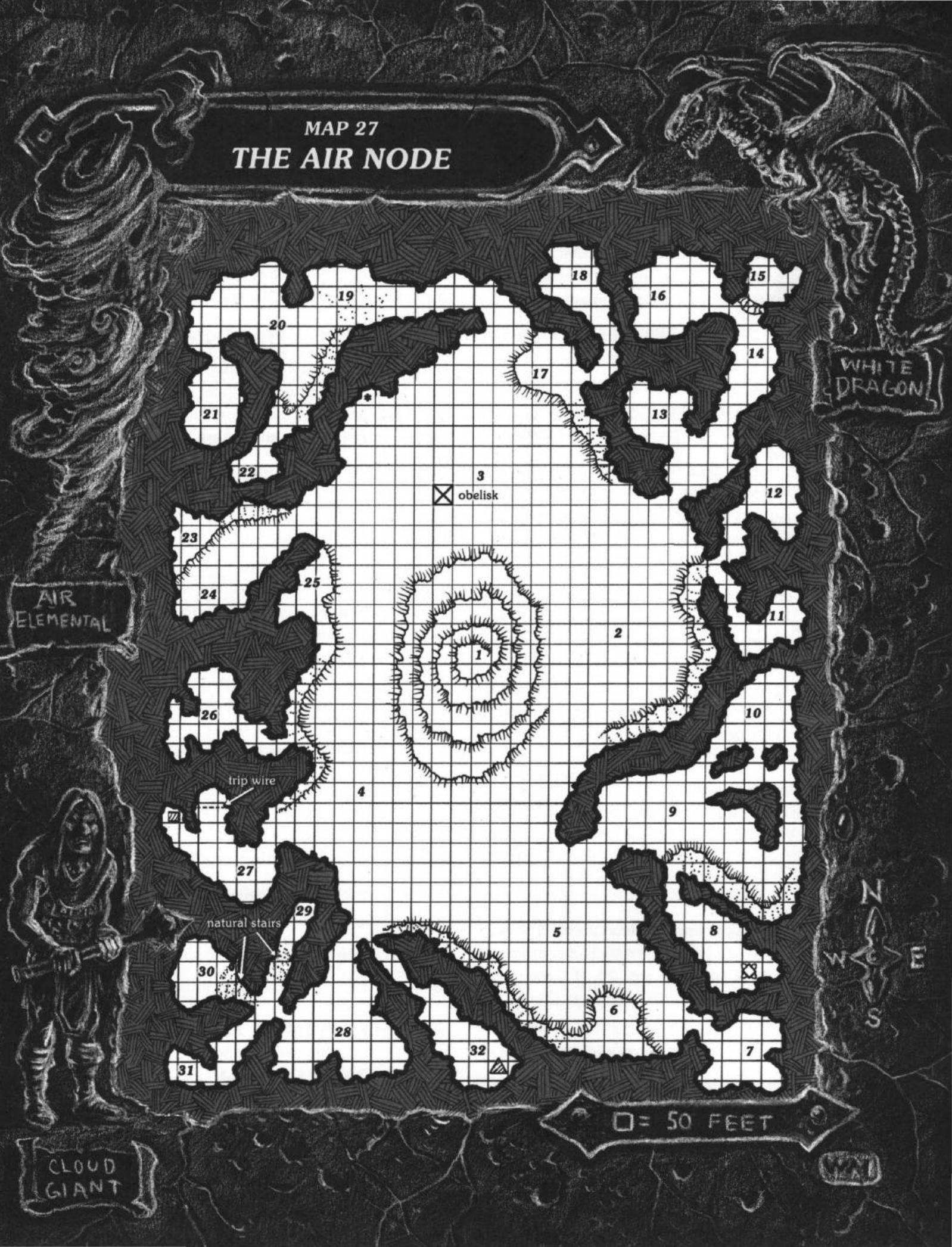
## KEY TO THE AIR NODE (MAP 27)

### AREA 1 – TOP OF PEAK

**DM Note:** This is the Node's arrival point.

*You have appeared upon a high plateau, perched atop a*

MAP 27  
THE AIR NODE



CLOUD  
GIANT

WHITE  
DRAGON

AIR  
ELEMENTAL

trip wire

natural stairs

central spire. Dense clouds of mist surround this peak, pushed about by winds of varied strength. Soft illumination seems to come from the ceiling of the cavern, casting a soft, twilight glow throughout the area.

A rock floor can be seen far below, through occasional gaps in the swirling, misty air. A steep slope spirals downward toward the floor from your current location. In the distance, in multiple directions, many cave entrances can be dimly observed.

The floor is 200 feet below where the characters stand, and the ceiling is about 50 feet above.

Characters remaining atop this plateau or on the spiral path longer than 10 minutes risk being exposed to very strong winds, identical in effect to a *gust of wind* spell. Every additional minute the party spends on the peak, the DM should roll 1d20; an exceptionally strong burst of wind occurs on a roll of 17 or higher. If this occurs, size Medium or smaller targets on a path must make a successful DC 15 Dexterity saving throw or be blown off the path to one below, suffering 14 (4d6) bludgeoning damage.

## THE CLEANING CUBE

A massive (15-foot-square) gelatinous cube, a beloved pet of Zuggtmoy, roams throughout the massive cavern of the Air Node (areas 2 through 5). The cube is tasked with cleaning the floor, which it performs relentlessly. Every few days, it deposits accumulated items in the northwest corner of area 3. Whenever the characters enter one of these locations, roll a 1d4 + 1 to determine which section of the cavern this ooze is in.

This is a **gelatinous cube** with the following changes, which increase its challenge rating to 5 (1,800 XP):

- Its size is Huge.
- It has 184 (16d12 + 80) hit points.
- Its Strength is 18 (+4).
- It has an improved Pseudopod attack:

**Pseudopod:** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 21 (6d6) acid damage.

**Treasure.** When encountered, the gelatinous cube contains a few random bones, 5d10 total coins in a variety of types, and a 40% chance for 1d4 gems (worth 50 gp each).

## AREA 2 – EAST FLOOR AREA

The spiraling plateau path terminates here. Eddies of wind whisper through this area, stirring tiny ice crystals into small, glittering dervishes. This large plain appears to be solid rock, littered by large chunks of stone. Here and there are bits of refuse—a small bone here, a bit of fluttering cloth there. To the east, a long, meandering ledge slopes upward.

To the northeast, a tall funnel of whirling air forms, and for a brief moment, you can spy a bare semblance of facial features—two deep eyes and a gaping mouth!

The slope to the east leads to areas 11 and 12.

An **air elemental** hovers to the northeast. Unlike its wandering brethren, this elemental has taken a liking to this area and patrols its domain ceaselessly. It does not attack to kill—at least, not at first—but it confronts those entering this area and attempts to frighten them away.

**Development.** This air elemental is one of six currently living in the Air Node. Its fellows can be found nearly anywhere, but this one prefers to dwell in this area.

## AREA 3 – NORTH FLOOR AREA

**DM Note:** Due to the icy floor, this area should be considered difficult terrain.

*This grim plain of stone contains rocks, a few stunted stalagmites, and a few bones. A few spots of floor are covered with shining patches of ice. To the north, west, and east are cave openings, hanging open like so many welcoming mouths. There is a chill in the air and the occasional swirl of snowflakes although nothing accumulates on the floor. Several large, floating bubbles, each about 10 feet in diameter, float about on unseen eddies. Each is opaque, and some are near the floor but others quite a bit higher.*

*On the open plain is a squat, white, stone obelisk with a truncated, flat top. The stone structure is about 15 feet high and one side is covered with strange runes.*

The obelisk is the source of the floating “bubbles.” The runes are a combination of Abyssal and Auran. If a character is not fluent in both of those languages, the runes can be deciphered with a successful DC 17 Intelligence (Arcana) check. They reveal the function of the obelisk, and the command word to activate it. If an object is placed on the top of the obelisk and the command word is uttered, the object is encased in an



opaque “bubble” (similar to a permanent *Otiluke’s resilient sphere*) with neutral buoyancy, which begins to float away. The obelisk can be used once per day.

There are eight of these bubbles floating about this wide cavern (although they could certainly appear throughout many other locations of the Node at the DM’s discretion). Each bubble is 1d100 feet off the ground. A bubble is weightless and can be moved with ease. A bubble can be burst by inflicting 1 piercing or slashing damage. Bursting a bubble releases its contents. Roll 1d8 and see what comes out:

#### D8 Bubble Contents

- 1 An enraged **air elemental** that immediately attacks
- 2 An elven skull
- 3 An **ice mephit** that flies off
- 4 A sack containing 400 gp
- 5 A **vortex** (see appendix C) that attacks immediately
- 6 A clay jar containing four *potions of flying*. If not caught with a successful DC 15 Dexterity check, the jar smashes.
- 7 A **gray ooze**
- 8 A glass coffer (150 gp). If not caught with a successful DC 15 Dexterity check, it smashes and releases poison gas in a 20-foot radius. Creatures in the area of effect must succeed on a DC 15 Constitution saving throw or suffer 9 (2d8) poison damage and become poisoned for 1 hour.

**Treasure.** The wandering gelatinous cube (see sidebar) empties accumulated items that it can’t digest in a pile along the northwest wall (indicated with a “\*” on the map). Among the rocky debris are the following items: a dented shield, various pieces of plate armor (but not a complete set), 17 pitons, and an assortment of normal weapons (three maces, a greatsword, two longswords, four morningstars, seven spearheads, and a trident head). Valuable items include a collection of coins (347 cp, 222 sp, 11 ep, 143 gp, and 5 pp), 11 gems (bloodstones, citrines, and zircons; each worth 50 gp), a silver chain (250 gp), a gold ring set with jet (350 gp), and a silvered +1 *shortsword*. The blade is sentient and named *Gail* (see appendix D).

## AREA 4 – SOUTH FLOOR AREA

*Wind occasionally blows through this section of the huge cavern, sending tiny rocks rolling across the stone floor. Along the far west wall, a narrow slope of rock leads sharply upward and to the north. Cave openings are visible to the west and south.*

A lone **vortex** (see appendix C) is hunting in this area. It hovers approximately 30 feet above ground level, but the mindless elemental rapidly descends and seeks to envelop any living creature that enters the area before subjecting it to its Violent Spin action. It fearlessly and stupidly attacks until destroyed.

## AREA 5 – HUGE CAVERNS

*This area is windswept and appears uninhabited, though cave openings may be seen to the east and southeast.*

Nothing lurks in this area, but adventurers entering this area are likely to be spotted by a white dragon (see area 6), unless they take precautions to conceal their movement.

## AREA 6 – HIGH SHELF

**DM Note:** This raised, shelf-like area is approximately 120 feet above floor level, reached by a slope to the west. The ice-covered slope is considered difficult terrain. If a creature attempts fast movement or combat on this slope, it must make a successful DC 15 Dexterity check or fall prone and slide 1d8 × 10 feet down the slope.

*Above this icy plain is a rocky and craggy shelf, adorned with enormous icicles hanging from the side. An icy slope hugs the cavern wall leading up to the shelf, at least 100 feet high.*

This shelf is sometimes used by the white dragons that lair in area 10. Any time the party approaches this area, the DM should roll a d10; on a result of 6 or higher, a single **young white dragon** (one of the three from area 8) is here, watching the area and looking for new arrivals. The white dragon sitting here can observe the slope leading to this area, area 5 below, and the entrances to areas 7 and 9.

If creatures toil up the icy slope, the dragon takes wing and attacks, understanding the disadvantage the characters have on the slope. If reduced to 50 hit points or fewer, it uses its breath weapon one more time and then retreats to area 10.

Regardless of whether a white dragon is here, there is nothing on the ledge but rocks.

## AREA 7 – GROUND-LEVEL CAVE

*Toward the center of this irregular cave, atop a slab of rock, is a greatsword. Portions of the sword's blade appear to have been eaten away, as if by a strong acid. Some bones and bits of leather are heaped in a corner to the southwest.*

Some of the oozes that roam this Node regurgitate the remains of their meals here. Any time the place is entered, there is a 1 in 4 chance that a white pudding is here, silently wandering across the ceiling. If that is the case, this pet of Zuggtmoy drops down atop the first character that enters.

A white pudding is similar to a **black pudding** in all respects instead of its coloration and the following changes:

- Its walking speed is 25 feet.
- The acid damage from its Pseudopod attack is 22 (5d8) but can't dissolve metal.
- It has a new trait:

**False Appearance:** While the pudding remains motionless, it is indistinguishable from a patch of snow or ice.

**Treasure.** The hilt of the greatsword has a ruby set on its pommel (500 gp), but it's useless as a weapon. There are also some scattered coins on the floor: 89 sp, 13 ep, and 26 gp.

## AREA 8 – HIDDEN NICHE

**DM Note:** This area is reached via a long, sloped tunnel that wends upward from the floor of area 9. The niche

cave it reaches is approximately 80 feet above ground level. The slope is slick with condensation, so treat it as difficult terrain.

*A curved, sloped tunnel has led to a cavern hidden well above ground level. The air here is noticeably warmer than in the caves below, and the air here has a thick, sooty quality.*

*Far to the south, a large, golden symbol is painted on the wall—a reddish-gold, diamond shape with four crimson points radiating from the sides of the lozenge. This symbol is large, some 4 feet across at its widest point. Small, dark forms fly above, seeming to take notice of your entrance and draw closer.*

This cave is home to a dozen **smoke mephits** which are enjoying this near-conduit between the Air and Fire Nodes. They cavort and fly in lazy loops, seemingly without a care, though they occasionally screech if a rival mephit happens to pass too close. The irritable critters are recent arrivals and have no treasure. They have no appetite for conflict, and instead would prefer to have some “fun” with the characters (see “Developments” below). If attacked, they unleash a few Cinder Breath attacks and then scatter, seeking to return later.

The eight-pointed symbol at the east end of the niche is a magical gate to the Fire Node. Anyone touching the symbol or standing before it is transported to area 1 in the Fire Node (see chapter 16), as described in chapter 13.

**Developments.** The mephits are thoroughly evil and take perverse delight in misleading other creatures, steering them to caves inhabited by other dangerous creatures. Upon spotting the party, they offer help (spoken first in Auran and next in Ignan) if the party has but a few gems to spare. If such an offer is entertained, they happily mislead the party, sending them to the dragons (see area 10) or the grells (see area 26). If the party resists their offer, they act disappointed, but then kindly offer to “point the way” regardless. Any characters lingering here, however, swiftly draw their ire as they simply want to be left alone. If the characters persist, following several bouts of Cinder Breath they scatter and seek to return later.

## AREA 9 – BRANCH CAVE

*This grisly place is littered with refuse and many bones. To the east, at least two full skeletons clad in torn armor lie*

among the numerous stalagmites. A number of gray rats are here, poking about the remains.

Eight **vapor rats** (see appendix C) are here, rooting through the carrion for today's meal. This pack uses its Shapechanger trait to make confusing attacks, reappearing behind or setting up flanking opportunities. If two or more are slain, the rest attempt to flee.

This area is often used by the white dragons (see area 10) to dispose of their meal remnants. The bones are from a wide variety of creatures, including Medium-sized humanoids. They sometimes mortally wound intruders and leave them here to perish as a warning. The two skeletons are those of bugbears, thrown into the Nodes some months ago for insubordination. There is little of value among the remains, though one lays atop a usable morningstar.

## AREA 10 – GALLERY

*Several tunnels feed into this large, high-ceilinged gallery. This grim place is littered with bones of all sorts, and to the northeast is a large heap of items: three chests, two trunks, a coffer, a suit of plate armor, a sheathed sword, a spear, a shield, a wooden rack of vials, and an ornate helm.*

The DM should continue the area description, modifying the number of dragons if needed:

*Resting near the mass of items are two huge, scaly beasts with pale ivory hides. They stir at your approach!*

This cavern is the current lair of three **young white dragons**, although one is usually resting on a high ledge elsewhere (see area 6) or wandering about the Node hunting and may have already been encountered by the party. The dragons are siblings, and (somewhat unusually for their kind) work together well and, despite their simplistic tactics, have risen to become the apex predators in this Node.

The dragons consider the entire Node theirs, and they patrol it with great confidence. Although trapped here by Temple forces many months ago, they have grown to like the Air Node and see it as a place they can rule, a place where new arrivals bring new treasure to hoard. Although not terribly intelligent as dragons go, they are cruel and have grown nearly fearless after months of besting Node inhabitants. The majority of the Node's occupants have come to identify the caves at area 9 as a draconic lair and give it a wide berth.

Creatures bold enough to enter this cave are viciously attacked, first with breath weapon and then with bite and claw. They tenaciously defend their hoard and do not even think of retreat unless reduced to 20 hit points or fewer.

If given warning, the great reptiles separate so they may enter either areas 9 or 10 from separate tunnels and surround their victims, and at least one always uses its breath weapon before they draw close. If worse comes to worst and things go poorly, they make haste for the main entry cavern and seek refuge on a high shelf, attacking the high ground.

**Treasure.** Heaped against the northeast wall is the dragons' collective treasure.

All chests are of stout, oak construction and locked. A chest lock can be picked with thieves' tools and a successful DC 13 Dexterity check. The third chest has a pin trap on the lock; unless the Dexterity roll to pick this lock is 15 or higher, it sets off the pin trap when the chest lid is raised. This trap can be detected with a successful DC 17 Intelligence (Investigation) check and disabled with thieves' tools and a successful DC 16 Dexterity check. If the trap is triggered, a needle extends 3 inches straight out from the lock and strikes those within range for 1 piercing damage plus 9 (2d8) poison damage, and those so injured must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

**Chest #1:** Inside this chest are three high-quality cloaks—one black, one tan with fur trim, and one a dark brown. The first two nonmagical cloaks are worth 50 gp each, but the third is a *cloak of displacement*.

**Chest #2:** This chest holds a variety of carved wooden animals, polished river stones, worthless geodes, painted animal skulls wrapped in bits of burlap, and other knickknacks. Among all the largely worthless items is a *figurine of wondrous power* (bronze griffon).

**Chest #3:** This (trapped) chest is loaded with heavy, worthless stones.

**Coffer:** This sandalwood coffer (75 gp) holds a *wand of lightning bolts* on a pad of crimson velvet.

**Trunk #1:** This trunk is clasped shut and holds 14 rough gold ingots (500 gp each) stacked beneath a pile of charcoal.

**Trunk #2:** This trunk is clasped shut and holds two bolts of fine silk (400 gp each) and a sack that holds three pieces of jewelry: a platinum necklace set with bits of pink coral (1,100 gp), a silver wristband inscribed with forest scenes (200 gp), and a pair of gold earrings (450 gp) with mismatched clear spinels. The larger spinel radiates magic, if checked; it is detachable from the earring and is actually an *Ioun stone of protection*.

The plate armor is normal as is the helm (though the latter has detailed engraving etched in gold leaf and easily brings triple the normal price for such an item). The sheathed sword is a *dragon slayer* longsword, the spear is a +1 spear, and the shield is a *sentinel shield*. The wooden rack holds potions of fire breath, flying, heroism, and resistance (fire).

**Developments.** One or two dragons are typically sleeping here at all times, while a third is perched on the high ledge at area 6 where it can watch the entrance to area 9 and its surroundings. If the dragons catch prey, it is pulled into area 9 or 10 to be devoured. If one dragon is defeated, the others call for a truce. They are willing to trade one or two magic items if the characters depart the Node and promise never to come back.

## AREA 11 – MIST-FILLED LAIR

*The thick mist from the previous cavern abates here somewhat, though tendrils of violet mist eddy about. This place is cool and quiet. Numerous stalagmites jut up from the floor. Four beasts are here; grim, winged creatures with the heads of hawks and darker, lion-like bodies. Their coats are blood-spattered and, based on the many bones and bloodied bits of cloth strewn about, they appear to have just finished a ghastly repast.*

Four **hieracosphinxes** (see appendix C) currently lair in this cave. They tend to be rather nomadic and move about the Node frequently, seeking higher caves or ledges. They have just eaten a sizable meal of three gnolls but are very territorial and eagerly engage any intruders.

The sphinxes are at a disadvantage while attacking in this cave, being unable to use their maneuverability and flight. After a few rounds of attacking with claws and bites plus the occasional Withering Stare, they seek to flee the cave by teleporting away. They take wing over area 2 and wait for the characters to exit the cave, unleashing dive attacks.

**Treasure.** Tucked under a flat stone to the east is their collective treasure: 12 spinels (150 gp each), two shining topazes (750 gp each), a *potion of water breathing* in a silver flask (55 gp), and a platinum ring set with tiny, sparkling chunks of lapis lazuli (this latter item is a *ring of shooting stars*). Although the creatures tend not to keep treasure as such, they were drawn to the pretty, glittering items and fiercely guard them.

## AREA 12 – GLISTENING CAVE

*The walls of this large cave glisten with moisture, and to the north, several inches of water cover the floor. From the stalactites far above, droplets of water drip down to strike anyone below.*

This cave is currently uninhabited. Any noise louder than a footfall here causes several of the icy stalactites to fall, causing 14 (4d6) piercing damage to any creature within the northern half of the chamber that fails to make a successful DC 14 Dexterity saving throw. A successful saving throw indicates no damage.

## AREA 13 – TEMPEST CAVE

*The twisting passage terminates at an oval-shaped cave, some 100 feet or more from north to south. Stalactites hang from the ceiling above like long daggers, and the floor below features many small pools of water. A sudden eddy of wind surges through the cave from parts unknown, swirling dust about your feet.*

This cave is currently uninhabited, but still dangerous. Eddies of wind borne from the Elemental Plane of Air surge through this place at differing strengths. Every 5 minutes the characters are within this place, the DM should roll a d4; on a 4, the minor winds suddenly intensify to a savage blast of icy wind. If this occurs, the DM should then roll a d6 to determine the wind's direction: 1, north; 2, south; 3, west; 4, east; 5-6, updraft.

In the case of a wind blowing in a cardinal direction, treat the blast as a *gust of wind* spell with a width equal to the cavern, directed at the characters. In the case of an updraft, the wind affects those here as a *reverse gravity* spell, blowing Medium or smaller creatures 40 feet upwards into the ceiling where they take 14 (4d6) bludgeoning damage from the "reverse fall," 11 (2d10) piercing damage from the stalactites, and another 14 (4d6) bludgeoning damage from falling back down to the floor!



These sudden intense blasts of wind die down after but a moment.

**Treasure.** At the eastern side of the cave is a pile of debris, small rocks, and scraps of cloth and bones (human) that have been swept about by the winds and deposited here. In the pile is an ivory scroll tube, almost indistinguishable from the bones, which contains a *spell scroll of mass healing word*. Characters searching the area and making a successful DC 16 Wisdom (Perception) check are able to spot the scroll case among the other debris.

## AREA 14 – HOWLING CAVE

*This area is noticeably colder than the gigantic entry cavern. The eastern wall is streaked with glistening patches of ice, and some of the numerous stalagmites here are covered with a thin sheen of frozen water. On the floor is a human-sized skeleton dressed in torn chain mail, its one hand outstretched and seeming to point your way.*

*A strong wind blows through the cavern from parts unknown, and moments later, the sound of wind is replaced by a keening moan that drifts throughout the cavern and subsides into a murmuring of low howls!*

The skeleton is the remains of an impudent bandit commander who was disarmed and thrown into the

Nodes. He managed to travel from the Earth Node to this one before coming to an unseemly end.

The sound is disturbing, a natural effect of the wind blowing through numerous ice pockets and tiny openings that dot the frozen stalagmites augmented by fiendish influences from when the Node was created. A creature hearing the howling must make a successful DC 14 Wisdom saving throw or suffer 7 (2d6) psychic damage and become frightened for 10 minutes. The victim can attempt another saving throw at the end of each minute, with a success ending the effect on itself. If the initial save is successful, the creature takes no damage. Any successful save results in immunity to the howling effect for 24 hours.

**Treasure.** Beneath the body is a broken shortsword and a sack that holds some rotted meat. If the body is searched and a successful DC 13 Intelligence (Investigation) check is made, a metal vial containing *oil of sharpness* is found strapped to his right leg beneath his trousers. His belt pouch still contains 13 sp.

## AREA 15 – HIGH SHELF

**DM Note:** This raised area may be reached by climbing a 20-foot ledge. A successful DC 12 Strength (Athletics) check or other means (magical or climbing gear) is required to reach the top.

*The ceiling of this cave is a mere 6 feet overhead, and the northern wall is streaked with shiny patches of ice. To the east is a frozen-over puddle. A few old bedrolls are strewn about this place; all bear signs of frost. A wineskin hangs from a wall protrusion. It appears whoever was here departed in some haste.*

This place was used as a refuge for a brief time by some bandits, but the lower temperature and disturbing howling from nearby area 14 caused them to move on.

**Treasure.** A ruby fell out of a bandit's sack here and rolled across the floor to be lodged in a crack; a successful DC 13 Wisdom (Perception) check by anyone looking over the area spots it. The ruby is worth 900 gp.

## AREA 16 – CAVERN OF THE MIHSTUS

**DM Note:** Any loud noise or violent spell invoked here causes many of the icy stalactites to fall, causing 14 (4d6) piercing damage to any creature within the cave that fails to make a successful DC 14 Dexterity saving throw. A successful saving throw indicates no damage.

This large, round cavern appears to be uninhabited. Several pools of icy water cover the floor. Above, numerous ice-covered stalactites hang like so many long daggers. The northern wall appears to be a solid mass of ice, possibly a glacial outcropping. Suddenly, two misty forms appear in the air—hovering, ghostly shapes with glowing, amber eyes!

This cave is inhabited by two LE **mihstus** (see appendix C). The mihestus have become cautious after having encounters with both the white dragons and air elementals. They initially attempt to frighten any intruders away by adopting ghostly forms. If intruders linger or touch their treasure, however, the mihestus immediately switch to attack mode, forming tentacles and advancing rapidly on their prey. If confronted with great force, they use their Air Form trait to seep through small cracks in walls to temporarily escape.

**Treasure.** Hidden under a flat slab of rock, found with a successful DC 12 Wisdom (Perception) check or a successful DC 10 Intelligence (Investigation) check, is a carved-out cavity that holds the mihestus' treasure: a silver ring bearing a feather icon (a *ring of feather falling*), a *scroll of protection* (elementals) in a clay tube, a +2 mace, a *potion of invisibility*, and a *potion of speed*.

**Development.** These creatures are evil but want nothing more than to be left to their own devices. If strong intruders manage to communicate with them, they are willing to perform a small task such as leading the way to a single gate symbol (see areas 27 and 32), fetching an item, or spying on a chosen area in exchange for a magic item and being left alone.

## AREA 17 – PLATEAU

From the ground level of the massive entry cavern, a natural series of terraced steps leads upwards and to the north. At the top of the steps is a large, natural-appearing plateau and, further beyond, a cave opening.

This area is often uninhabited, though sometimes the various flying residents of the Node can be found resting here. The DM should roll a d6 to check for inhabitants:

### D6 Encounter

- |     |   |
|-----|---|
| 1   | A pair of <b>hieracosphinxes</b> (from area 11) |
| 2   | An <b>air elemental</b>                         |
| 3-4 | A <b>volt</b>                                   |
| 5-6 | No encounter                                    |

There is nothing here of value.

## AREA 18 – ICY CAVE

A passage running roughly northwest leads to a cave nearly 200 feet long and over 100 feet wide in areas. The air here is very cold, and the walls glisten with patches of ice. Near the center of the high-ceilinged cave is a large, stone seat, almost throne-like, atop which sits a skeleton bedecked in robes of fine linen. One hand of the skeleton rests upon a rod-like device with a green gem at one end.

Eight **ildriss grues** (see appendix C) lurk near the ceiling, approximately 60 feet above. These horrid creatures have carefully placed the skeleton of a wizard (one of their previous victims) on the stone seat and arranged the corpse in a manner they hope will encourage investigation.

If any intruders draw close to the skeleton, the grues swoop down from above and attack. Above all else, they seek either escape from the Node or treasure. They typically attack by casting *blur* on themselves and then assaulting foes with their tentacles. If sorely pressed, one employs *gust of wind* to blow away close threats, while another follows up with *fog cloud* to obscure the area. They then retreat to either the ceiling far above or the relative safety of the huge entry cavern (area 1).

**Treasure.** The skeleton holds a *rod of security* with an emerald tip (worth 1,200 gp if removed, though this renders the rod forever nonmagical). If the seat is examined carefully and a successful DC 15 Intelligence (Investigation) check is made, a secret niche is found on the right side of the chair. Inside is the grues' treasure: 28 chunks of deeply blue lapis lazuli (20 gp each), 20 moonstones (50 gp each), and five blue spinels (500 gp each). Also found among these gems is the aquamarine *power gem* (see the *Orb of Golden Death* in appendix D), which when touched immediately sends anyone within 50 feet of it to the Water Node's arrival point (see chapter 17).

## AREA 19 – WHITE FOG

This area is filled with a cloud-like mist; thick, gray fog blocks vision beyond perhaps a foot or two, and here and there, thin streamers of silvery air swirl about, driven by the occasional winds through this area.

The mist here is not harmful, but it blocks vision; characters without tremorsense or blindsight moving more than 40 feet into the area are effectively blinded. Use of a *gust of wind* spell clears the room of mist for approximately 10 minutes, after which the creeping mist returns.

## AREA 20 – STONE PARLOR

*This misty cave appears to be a sitting area, albeit for very large beings. Five boulders have been arranged in a circle, and each has been carved into a chair-like shape. Roughly central to the stone chairs is a stone statue, some 15 feet in height, of a giantess in robes. The workmanship is somehow skilled yet also crude, as if an accomplished artisan was forced to use unusual tools and materials to render the work.*

The cloud giants (see area 21) have done their best to create a “homey” environment here. The statue was laboriously carved over several weeks using weapons found in the Air Node.

**Development.** Any noise herein brings the inhabitants of area 21 on the run.

## AREA 21 – CLOUD GIANT DOMICILE

**DM Note:** The reaction of the giants herein to intruders can vary, depending on various factors (detailed below). The DM should be familiar with these details before the characters enter this cave.

*This area is well appointed with large bearskins and other furs covering the floor and several stretched hides arranged about the walls. Four enormous slabs of rock are here, liberally covered with furs and cloaks. A low, brass brazier warms the area somewhat and gives off a spicy-smelling smoke.*

*Two giant humanoids are here, each nearly 24 feet in height. These giants have pale skin, silvery blue hair, and violet eyes. They are dressed in fine robes and are slender but muscular. One giant, a female, wears a golden choker with a dangling, diamond-shaped charm over her robes; the other figure, a male, wears several gold and blue rings. Both have huge morningstars near at hand.*

Two **cloud giants** are here, resting but alert. The female giant is Mifos, while the male is Vasas. A third, an enormous male named Falfor, slumbers behind them and snores away loudly. These neutral good giants are part of a group of five (originally six), including the giant in area 22 and another giant that is out scouting and foraging for food. They have reached an unspoken stalemate of sorts with the white dragons (see area 10) after two confrontations and have purposefully made their lair some distance away from them. Although somewhat haughty, the giants are trustworthy and keep their word as a matter of personal honor—but they

have been repeatedly attacked inside the Air Node so they are cautious.

The giants’ reaction to visitors entering the cave complex can vary:

**Characters enter accompanied by a cloud giant:** The characters are not attacked, but instead cautiously greeted. If the characters are friendly and can provide advice, entertainment, or food, the giants allow them to complete a long rest in the relative safety of area 19 before asking them to move on. The giants can impart the location of the elemental symbols in areas 27 and 32, and they also warn the characters that evil dragons lurk to the southeast of the entry pillar. Beyond this, the giants can impart basic information about the Air Node, but they have yet to find a means of escape.

**Characters enter unaccompanied:** Characters making a successful DC 13 Charisma (Persuasion) check can parley with the giants, but if such a check fails by 4 or more, the party is warned to leave immediately, under threat of death. If the party is hostile or lingers without attempting a parley, the giants attack. Some other factors may either mitigate the situation or make it worse:

- The cloud giants have a great love of music (and for the Arts in general) and a character playing a musical instrument or telling an epic tale of the “Mortal Lands Below the Clouds” and making a successful DC 14 Charisma (Performance) check swiftly defuses the situation and earns a temporary truce. The DM should also allow bards to make a DC 10 Wisdom (Insight) check to realize this, if the players do not think of it themselves.
- If the visiting characters can somehow prove they slew the white dragons in area 10, such as displaying a dragon tooth or describing their lair, this immediately earns the friendship of the cloud giants.
- If visiting characters openly carry any equipment that belonged to Fulith (see the “Wandering Monsters,” above) or Vlemnir (see area 22), the giants attack to kill and even go so far as to dispatch regular parties of two giants to scour the Air Node for them. A truce or parley is impossible if the party has obviously slain one or more cloud giants.

If attacked or attacking, the cloud giants cry for their fellow at area 22 and use *telekinesis* to disarm adventurers carrying obvious wands, staves, or the like. They

then attack hand-to-hand, using *misty step* ability to avoid being flanked and to stay a step ahead in combat.

**Treasure.** Mifos wears a golden choker and charm (750 gp). Vasas wears two rings (bracelet-sized for most beings) of lapis lazuli-covered silver (150 gp each) and a gold ring (500 gp). Falfor wears bracelets chased with silver (800 gp) under his long robe sleeves.

Behind the makeshift beds, in a large hide sack, is the giants' treasure: a beautifully carved ivory figure of an elven maid astride a unicorn (1,500 gp), a golden necklace adorned with tiny, sparkling crystal chips set in twisting lines (worth 2,800 gp), 12 gold ingots (500 gp each), 140 gp, and 98 sp. One of the "gold" ingots is false and worthless but hinged; characters examining the sack's contents notice this on a successful DC 14 Wisdom (Perception) check. Inside the easily opened false ingot is a padded compartment that contains three potions of superior healing in stoppered glass vials.

**Developments.** If the party somehow helps the giants escape the Nodes completely, they earn the group's lifelong gratitude. Some 2d4 months later, the party is sought out by a dozen cloud giants clad in gray robes and armor that invite them to be rewarded via a magical ceremony. The two-hour ceremony involves the playing of musical wind instruments and imparts a *charm of restoration* (see *DMG*, p. 228) on the leader of the group. In addition, each party member is given a +1 weapon appropriate to their class and a fine, gray cape etched with silver runes (ancient cloud giant runes signifying friendship) worth 1,000 gp. Any cloud giant seeing a character wearing such a cape acts more favorably toward them.

## AREA 22 – GUARD POST

A natural slope here leads upward to the southwest at a steep angle. The slope floor bears deep scratches.

A male **cloud giant** named Vlemnir is stationed on this high ledge at all times, watching for intruders. If the giant detects a non-giant entering area 19 below, he rolls a massive boulder down the natural ramp. This rolling missile travels northeast and gains speed as it goes. It starts with a speed of 20 feet and accelerates 20 feet per round to a maximum speed of 60 feet. It eventually smashes against the northeast wall of area 19. Any creature in the boulder's path must succeed on a DC 12 Dexterity saving throw or take 22 (4d10) bludgeoning



damage and be knocked prone. As an action, a creature adjacent to the boulder's path can attempt to slow it down with a DC 15 Strength check. On a success, the stone sphere's speed is reduced by 20 feet. If the boulder's speed drops to 0, it stops moving and is no longer a threat. There are also numerous smaller rocks here suitable for the giant to throw.

**Treasure.** Vlemnir carries a waterskin (easily three times the normal size), a satchel with a great wheel of cheese and hard biscuits, and a small sack with 82 gp and three blue peridot (500 gp each). Tucked into his topknot is a metal whistle, and he wears a gold hoop earring (200 gp).

**Development.** If the giant detects movement after the boulder is deployed, he blows into his whistle, alerting all giants in the caves nearby. If the characters enter this cave complex accompanied by a giant, they are *not* attacked and are instead escorted to area 20 to wait for an audience with the giant group.

## AREA 23 – GRIM SHELF

**DM Note:** This ledge is some 50 feet above the floor of area 24 and overlooks that space from the northwest. A

successful DC 14 Strength (Athletics) check is needed to scale this wall and gain access to the shelf.

*This shelf appears to be unoccupied, save for a face-down skeleton near the middle of the west wall. Something is crudely carved into the wall near the skeleton.*

Lying here is a skeleton, the remains of an adventurer thrown into the Node long ago, who was mortally wounded by the giant ice toads (see area 24). He climbed here to take refuge but finally succumbed to his wounds. The skeleton still wears torn chain mail and lays atop a usable greatsword. Its blade is damaged, as it was used to carve the phrase on the wall.

Crudely carved into the wall in Common is the following phrase: “*Marset from Highport was here!*”

**Treasure.** Nearby the body, but behind a rocky outcropping that can be located with a successful DC 10 Wisdom (Perception) check, is a +1 shield.

## AREA 24 – CHILLY GROTTO

*This long grotto is misty and colder than the enormous adjacent entry cavern. Numerous long icicles hang from the ceiling above. Dripping water can be heard echoing throughout this space. To the northwest is a natural ledge some 50 feet above you.*

The area is the lair of 10 **giant ice toads** (see appendix C) that have currently taken up residence in the western part of the cavern. While they sit and rest, they could be mistaken for boulders. They voraciously attack any creature of Medium or smaller size that enters their domain, seeking to swallow them whole and digest at leisure.

**Development.** This chamber is not normally colder. It’s a byproduct of the cold aura emitted by the giant ice toads. If defeated or driven off, this chamber gradually (over about 12 hours) warms to the ambient temperature of the surrounding chambers.

## AREA 25 – ANGULAR LEDGE

*A steep, twisting slope leads up along the west side of the great entry cavern, terminating at a sheltered ledge far above.*

The slope leading up to this area is both steep and slippery with patches of frost. Characters reaching the point 150 feet (3 map squares) north of the entrance to

area 26 must make a DC 14 Dexterity saving throw to avoid slipping, unless they wear spiked soles, use rope, or have taken similar precautions. Failure indicates the character slips, falling prone and immediately sliding at high speed toward area 4! If this occurs to any character, allow them a DC 15 Dexterity check to grab onto a bit of wall or small stalagmite to arrest their descent; otherwise, they land near the entrance of area 27 and take 7 (2d6) bludgeoning damage.

If the party makes its way to the top, read or paraphrase the following:

*The steep slope has led to a ledge which is partially covered by a half-dome of shining ice. Nestled here together are four winged beasts with cruel beaks. They swiftly rise at your approach. Judging from the many bones littered about, you are not the first visitors here.*

This area is currently home to four of the Node’s **hieracosphinxes** (see appendix C). They are not accustomed to being approached in this high haven and savagely defend their lair. The sphinxes are aware that the slope leading to their home is slippery, and when defending their lair, they attempt to drive intruders back to the south. Characters struck for damage anywhere on the slope north of the entrance to area 26 must make a DC 14 Dexterity saving throw or slip, with consequences as detailed earlier.

**Treasure.** This high cave was used for a time by the cleric Ashrem (see “Wandering NPCs” in chapter 13) before he moved on, days before the sphinxes made it their lair. Left here accidentally is a clay scroll tube, found with a successful DC 12 Wisdom (Perception) check, which holds a *scroll of protection* (fiends).

**Development.** If the party later encounters Ashrem and he spots the scroll tube, he furiously accuses the character possessing it of theft and demands that they surrender it to him. Ashrem is well aware he left it behind in one of the many caves he has visited, but will never admit this, save at knife’s point.

## AREA 26 – IRREGULAR CAVE

*The rough walls of this irregular cave are streaked with odd, silvery striations. The ceiling is about 40 feet high. The floor is littered with rocks of all sizes and intermixed across this uneven terrain are numerous bones. A body dressed in leathers is slumped against the west wall.*

The floor of this cave should be considered difficult terrain. This area is home to a mated pair of **grells**. The female and larger of the pair is due to produce offspring soon and is constantly ravenous as a result. One or both frequently sweep the surrounding caves for prey, and they don't hesitate to attack any creature foolish enough to enter their lair.

The corpse is that of a bandit who became separated from his group and made the grave mistake of seeking refuge in this cave. On the body may be found leather armor, a shortsword, a handaxe, an empty waterskin, and a haversack that contains a 50-foot coil of rope, five metal spikes, a hammer, some spoiled rations, a leather case holding flint and steel, and a rolled cloak that saw use as a pillow.

**Treasure.** A purse on the corpse's belt holds 16 sp; tucked into his left boot is a *potion of speed*. The potion is found by any character that makes a successful DC 12 Wisdom (Perception) check.

## AREA 27 – BRANCHED CAVE

*As you enter this twisting cave, you are blanketed by moist fog, and visibility is limited. In spots, tiny eddies of azure luminescence twist and swirl in the air—some split apart, some join together, and others rotate rapidly and disappear in a beautiful, silent display.*

Visibility here is limited to the next 50-foot map square.

If the adventurers approach the easternmost niche to the north, read or paraphrase the following:

*Scattered on the floor of this niche are some silver coins and a long wooden box.*

There are 6 sp here and a wooden coffer filled with stones, but they are lures, little more. The easternmost niche is trapped. A thin tripwire of woven brown cord stretches across the niche from west to east; if tripped, the wire snaps and a crude net of woven strands is released, dropping a load of rocks on all those within the niche, causing 14 (4d6) bludgeoning damage. A successful DC 15 Dexterity saving throw results in only taking 3 (1d6) bludgeoning damage. Characters approaching the area cautiously and making a successful DC 14 Wisdom (Perception) check spot the tripwire. This trap can be disarmed with a thieves' tools and a successful DC 16 Dexterity check.

If the adventurers approach the westernmost niche to the north, read or paraphrase the following:

*Etched on the floor here in silver is a large, square symbol, approximately 30 feet in width. The square pulses with a faint, blue glow.*

The square symbol at the north end of the western niche is a magical gate to the Water Node. Anyone standing inside the symbol is transported to area 1 in the Water Node (see chapter 17), as described in chapter 13.

**Development.** The trap was designed by the weaver Jaer (see “Wandering NPCs” in chapter 13) as a means of getting food. He has since moved on from this area.

## AREA 28 – HANGING TOTEMS

*Tendrils of mist curl in the air, parting to reveal a ghastly sight: suspended here, seemingly floating in the air, are many skeletons—humanoid and what might be that of an ogre or smallish giant. They sway to and fro with an eerie creaking sound.*

Numerous skeletons of all sizes sway in the air here, hung from the ceiling by long lengths of chain. The chains are painted white to blend in with the mist and are the source of the creaking sound. There are 15 bodies hanging from the ceiling of this largish cavern: four humans, four bugbears, two goblins, one ogre, three orcs, and one gnoll. Characters making a successful DC 12 Intelligence (Nature) check can identify the various creatures represented.

At floor level, below the mist, are eight **vapor rats** (see appendix C) foraging in the area for food. Characters with a passive Perception score of 16 or higher notice the rats and should be provided the following additional description (which they can share or not as they choose):

*Scurrying about below the mist are a number of huge rats, nearly invisible due to their gray coloration.*

The rats are hostile to intruders, but if two or more are slain, the rest seek to escape by assuming mist form and drifting toward the exit.

## AREA 29 – DEAD END

*The natural passage comes to an abrupt end here. Scratched on the wall, approximately 4 feet above the floor, are some words.*



A message was carved here by a prisoner who had wandered the Nodes for weeks and was at the edge of madness. Characters making a successful DC 15 Intelligence (Investigation) check can discern that the writing is months or years old.

In Common, they read:

*AIR TO FIRE, FIRE TO EARTH  
EARTH TO WATER AND BACK AGAIN  
WITHOUT THE GOLDEN KEY ALL IS LOST  
IF YOU READ THIS, ABANDON ALL HOPE  
FOR YOU WILL STARVE OR FEED THE STRONGER HERE  
I GO TO EMBRACE MY END*

There is nothing here of value.

### AREA 30 – MISTY CAVE

*Natural terraced steps lead down to a rounded, mist-filled cave. There are many stalagmites jutting up from the floor, and in the center of the area is a large, bubbling pool of water. To the rear of the cave is a magnificent curtain of flowing stone, barely visible through the humid mist.*

This place is presently free of inhabitants. The pool is a warm natural spring, and the water is potable. Furthermore, the mist has acquired some magical properties: those resting here and breathing in the warm mist heal any lost hit points at twice the normal rate.

**Development.** None of the Nodes' current inhabitants are aware that the mist here has magical properties, but the wandering NPCs Taki and Jaer (see chapter 13) have both benefited from it.

### AREA 31 – ABANDONED CAMP

*This small cave appears to have been inhabited fairly recently; the remains of a small pit filled with ash is here, as well as a wooden spit and a thick blanket that has been laid out against a far wall and seems to have seen use as a makeshift bed. Near the blanket are a dagger and a candle stump.*

If any character makes a successful DC 12 Wisdom (Perception) check, they spot small, russet-colored droplets on the blanket—dried blood. There is nothing else of value here.

**Development.** This isolated cave was used as a camp by Taki (see "Wandering NPCs" in chapter 13 for more

information) for a week until he was attacked here by a grell that entered the place. Although being wounded, he fended off the creature, but he hastily departed for a safer location.

## AREA 32 – CRYSTAL CAVERN

**DM Note:** The narrow, irregular opening to this area should be treated as a concealed door. Characters making a successful DC 12 Wisdom (Perception) check notice the narrow opening and discern that a passage lies beyond.

*The entrance to this cave is narrow, somewhat low, and might be easily missed. Beyond, you see a passage that slopes up and to the southeast.*

There is an incline here, roughly 10%. The cave proper is approximately 30 feet above “floor level,” and the cave’s southeast corner is a full 40 feet above. If the characters enter the cave proper, read the following:

*The passage eventually opens into a cavern. The place is cool and the air chilly. Hovering in the air are many brilliant crystals—similar to snowflakes but nearly fist-sized—all unique and floating at varied heights, though none higher than 6 feet or so. As you move, they too turn, as if studying you.*

There are 28 crystals hovering near the center of the cavern. If the party lingers in this cavern for more than 1 minute, the crystals begin to rotate—slowly at first, but with increasing speed. At the same time, the crystals together emit a high-pitched hum. All creatures in the area take 2 [1d4] sonic damage at the end of each of their turns thereafter, unless they leave or the crystals are destroyed. After 10 rounds, the hum is so strong that it acts as a *shatter* spell that affects all mundane items and equipment within the cave, and the damage increases to 3 [1d6] sonic damage.

Each crystal is AC 12 and has 5 hit points. Only when all are destroyed does the deadly hum cease. The crystals are immune to fire, lightning, sonic, and thunder



damage; they are, however, vulnerable to bludgeoning damage or spells that move them. A *gust of wind* spell hurls all crystals against the far wall where they shatter. A *reverse gravity* spell likewise causes all to fall up to the ceiling and be destroyed. A *shatter* spell is less effective but destroys 2d8 crystals (no saving throw).

If the characters approach the southeast corner, read the following:

*Inscribed on the floor here to the southeast is a great triangular symbol, easily some 12 feet across at its widest point.*

The triangular symbol is a magical gate to the Earth Node. Anyone standing on the symbol is transported to area 1 in the Earth Node (see chapter 15), as described in chapter 13.

# CHAPTER FIFTEEN

## The Earth Node

### GENERAL FEATURES

The Earth Node within the Temple of Elemental Evil (also known as the Earth Burrows) is depicted on map 28.

**Entrance.** Those arriving in the Earth Burrows appear in the center cave, a large, broad area with a 50-foot-high ceiling at its center that tapers to only 10 to 20 feet at the side corridors.

**Construction.** The Earth Burrows are dark and slightly damp, in many ways a “typical” dungeon setting. Except where described otherwise, passages appear natural or, more rarely, carved out by hand or claw. Most floor surfaces are strewn with rubble, small pebbles, or dust. Evidence of recent cave-ins or rockfalls is plentiful. Here and there, an occasional bone or bit of lost, worn equipment may be found.

**Temperature and Ventilation.** The temperature in the Earth Burrows is a constant 45 degrees F, with little or no air movement, except where described. The environmental damage comes from the ever-present heavy dust in the air and from occasional rockslides, minor cave-ins, and so forth.

**Visibility.** The corridors have no natural illumination, and the heavy, dust-laden air permits only half normal range of sight, whether normal or darkvision.

**Wandering Monsters.** The first time the characters

enter a Node area that isn’t otherwise occupied, check for a random encounter (as detailed in chapter 13). When resting, check for a random encounter once per short rest and three times per long rest. To determine what the characters encounter, the Dungeon Master should roll 1d20 for the type of monster encountered or choose one from Sub-table E2. Many of these creatures are limited in number; the DM should track any that are defeated.

### BASILISKS

This encounter is with a lone **basilisk**, unless rolled in the northeast section of the Burrows (near areas 2 through 5 or 21 through 23), in which case a group of 1d3 may be encountered. The basilisks, under the direction of the dracolisk in area 5, are patrolling the area for intruders, especially humanoids and stone giants. They attack anyone encountered but retreat if one or more basilisks are slain.

### BLACK PUDDING

This ooze is wandering about, looking for anything edible. The **black pudding** doesn’t mind adding an adventurer or two to its diet...

### CHAGRIN GRUES

This pair of **chagrin grues** (see appendix C) is hunting the Node for easy prey. The rest of their pack are back

### SUB-TABLE E2: EARTH NODE RESIDENTS

D20	Encounter	# App	XP	Source	Notes
1-5	Basilisks	1 or 1d3	700	MM, p. 24	See description
6-8	Crysmals	1d2	1,800	Appendix C	
9-10	Earth elementals	Varies	Varies	Varies	See description
11-12	Khargra	1d2	1,800	Appendix C	
13-14	Chagrin grues	2	1,100	Appendix C	
15-16	Rock reptiles	1d4	200	Appendix C	
17-18	Stone giants	3	2,900	MM, p. 156	
19	Black pudding	1	1,100	MM, p. 241	
20	Young black dragon	1	2,900	MM, p. 88	

in area 11. They attack lethally in hope of killing several adventurers (in which case they'll eat one on the spot and drag the others back to their lair). Although cruel, the grues are also cowardly, and if confronted mightily, they retreat to their lair for reinforcements.

## CRYSMALS

These **crysma**ls (see appendix C) are hunting, but stealthily, as they do not wish to draw other predators. They may attack adventurers that come too close, but any loud sound is likely to scare them off.

## EARTH ELEMENTALS

All earth elementals in the Earth Node were brought to the Earth Burrows by magic and are now abandoned here. They seek to return to their home plane. The normally short-tempered elementals are enraged by this and are quick to attack strangers unless care is taken. They have no lairs and thus can be found nearly anywhere in the Node. When encountered, there is a 60% chance for  $1d6 + 1$  **minor earth elementals** (see appendix C) or a 40% chance for  $1d2$  **earth elementals**. There are only six earth elementals and 12 minor earth elementals trapped on this Node.

## KHARGRA

The **khargra** (see appendix C) are roaming scavengers "swimming" through nearby walls, seeking a new meal. If they sense metal nearby, especially a tasty suit of metal armor, they leap from the walls (much as fish would leap from water) and attach themselves to the metal to begin feeding.

## ROCK REPTILES

This group of **rock reptiles** (see appendix C) is encountered while returning to a lair elsewhere. One of their number is wounded (down to 22 hit points), and the group is fearful. When encountered, they first freeze and use their Stone Camouflage trait, pretending to be piles of rock, but if discovered, they hiss loudly and then attempt to leave the area at top speed without engaging.

## STONE GIANTS

This party of three **stone giants** is out foraging for food and items beneficial to their clan. They understand that new visitors occasionally enter the Earth Burrows, and they make daily patrols, carefully avoiding the lair of

the storoper (area 16) and the caves often inhabited by basilisks (areas 2 through 5 and 21 through 23). The group is cautious around strangers, and their first option on spotting new faces within the Node is always to withdraw, taking a purposely roundabout path before heading back to their fellows in area 15 to report what they know.

The group consists of the following: Yurgi (female), Kubor, (male), and Bisar (male). All are armed with greatclubs, and Bisar carries a sack with three throwing boulders. The giants' treasure is back in their lair, but Kubor wears a silver hoop earring (100 gp).

## YOUNG BLACK DRAGON

Occasionally, one of the Node's two **young black dragons** sweeps through the caverns, patrolling what it feels is their territory. If a dragon is encountered in the northeast quadrant of the Earth Burrows (areas 2, 3, 4, 21, 22, and 23), it does not retreat but stands its ground regardless of the circumstances. Otherwise, if reduced to 25 hit points or fewer, it retreats to its lair.

## SCALING THE ENCOUNTERS

The encounters presented in the Earth Node were designed for five to eight 6th- or 7th-level characters. For this conversion, they are presented as they occurred in the original text. Most parties of fifth edition characters range in size from four to six, and most will be all 5th- or 6th-level, assuming they proceeded to the Nodes soon after exploring the Temple's dungeon levels. Thus, the DM might want to adjust the challenge of several of the tougher encounters to bring them in line with modern standards. These include:

**Area 13.** Remove one crysmal.

**Area 15.** Change to one giant present and one roaming elsewhere.

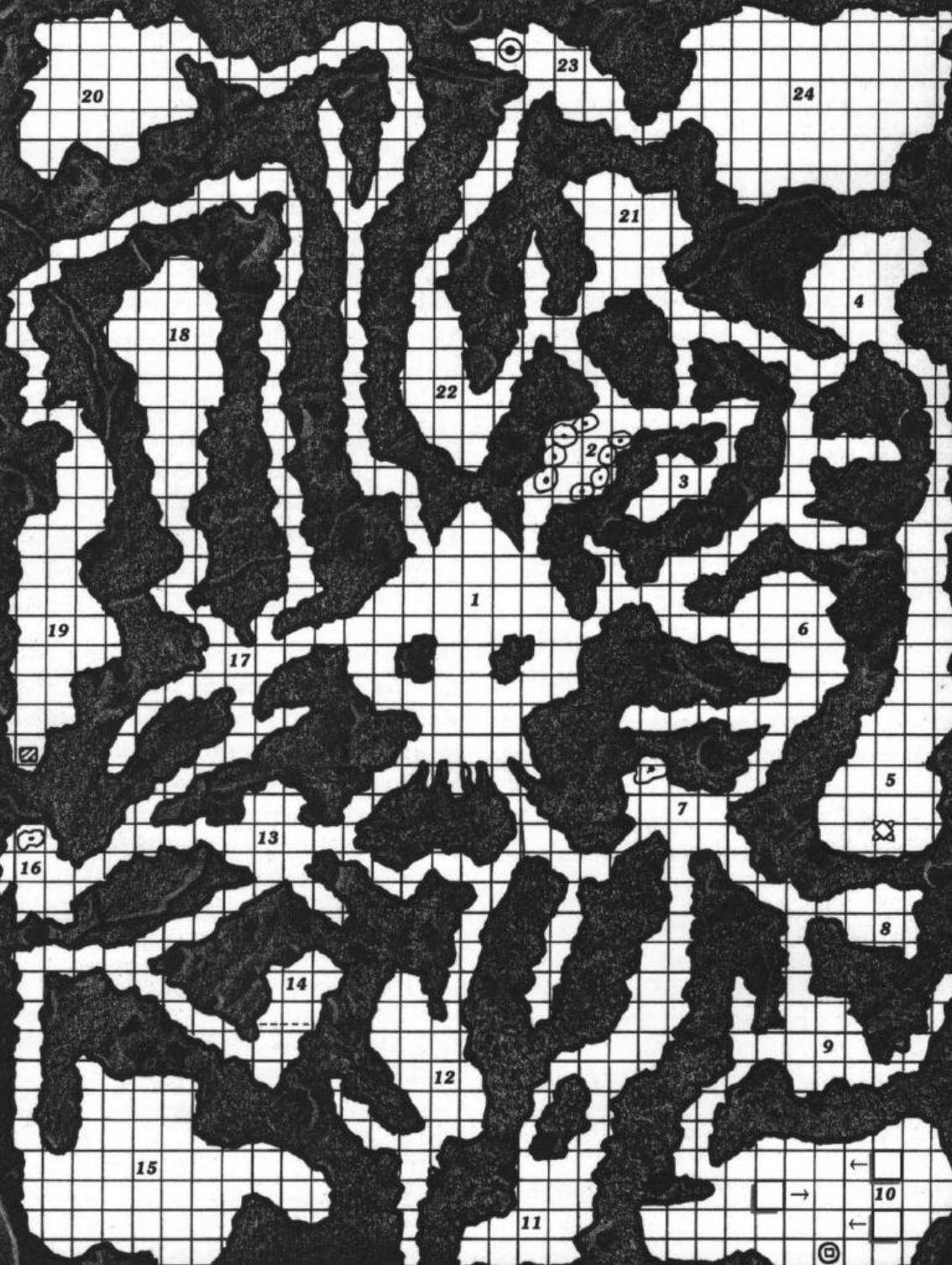
**Area 22.** Remove two khargra.

**Area 23.** Add one additional **crystal ooze**.

**Area 24.** Remove one young black dragon.

MAP 28  
THE EARTH NODE

□ = 10 FEET



# KEY TO THE EARTH NODE (MAP 28)

## AREA 1 – CENTRAL CAVE

**DM Note:** This is the Node's arrival point. This cave area should be considered difficult terrain. Chances of a wandering monster encounter here are doubled compared to elsewhere in the Earth Node as this is a central nexus of passages.

*You have arrived in a cavern near two natural stone columns. The floor here is uneven and bears many odd protrusions of earth and rock, some covered with oddly fluorescent lichen and others jut at odd angles like so many old tombstones. Surrounding these features is a light growth of black and white mushrooms. Tunnels extend from this place in nearly all directions: northwest, northeast, east, southeast, southwest, and west. The ceiling is some 50 feet overhead and dotted with numerous, unusually long stalactites.*

*The air here is cool and damp, and the cloying stench of fresh earth hangs heavy in the air.*

Characters remaining in this cave longer than 10 minutes risk being exposed to clouds of choking dust and earth that seem to billow from the very air. Every additional minute the party spends here, the DM should roll a d20; on a roll of 17 or higher, the cave swiftly becomes filled with dust, blinding those within until they exit and causing 3 [1d6] acid damage to everyone here not native to the Plane of Earth.

The black mushrooms are edible, with a strong, earthy flavor. The white mushrooms, however, are highly poisonous; if consumed, the target must immediately make a DC 14 Constitution saving throw. On a failed save, the character takes 11 (2d10) damage and is poisoned for 24 hours; on a successful save, the character takes half as much damage and isn't poisoned.

## AREA 2 – CLAY SIMULACRA

**DM Note:** Inside this cave are eight human-sized statues of hard clay, four along the west wall and an equal number along the east wall. The statues are crude approximations of human form, but with smooth features and blank, featureless faces. As the characters draw near the cave, but before they enter, each statue's face magically changes to assume a well-sculpted likeness of a different character. The "extra" statues present, if any,



retain smooth, featureless faces.

*Two rows of statues flank this wide passage, four to each side. The statues appear to be made of a reddish, baked clay, and they are roughly shaped in human form, but with smooth, sexless features and minimal detail... except for their faces, which are detailed and closely resemble the members of your party!*

**Developments.** The statues were created as an odd side effect from a spell cast here in the Earth Burrows. The statues continue to resemble the characters until the characters leave the area or a *dispel magic* spell is cast (which immediately ends the effect and causes the statues to again become featureless). The statues do not animate, per se, but their blank eyes do seem to follow the characters if they move through the area. These constructs are harmless unless destroyed (each is AC 10 and has 30 hit points), in which case the character that the shattered statue resembles must succeed on a DC 14 Constitution saving throw or take 10 (3d6) force damage.

## AREA 3 – OLD CAMPSITE

*This small, dead-end cave appears to have been used as a campsite. In the center of the place is an ash pit, per-*

haps 2 feet across, ringed with large stones. An old bedroll in disarray is against the southern wall. Two lizard-like creatures are here, eagerly tearing into a carcass. The beasts have warty, stony skin and maws filled with pointed teeth. They continue gorging themselves and pay you no mind.

The two **rock reptiles** (see appendix C) here are feasting on the carcass of an unfortunate bugbear (a rebellious guardsman hurled into the Nodes just two days ago). They are currently distracted, but if the party draws too close or tries to separate them from their food, they attack. They have no treasure of their own.

This place once served as a temporary camp for Ashrem (see “Wandering NPCs” in chapter 13 for more details on this NPC).

**Treasure.** Buried beneath the ash pit, less than a foot beneath the loose soil, is a cache of five spell scrolls that Ashrem hid against hard times: *healing word*, *meld into stone*, *spiritual weapon*, *water walk*, and *wind wall*. Ashrem has long since forgotten about these scrolls.

## AREA 4 – GRIM GALLERY

*A number of dark figures stand in this oblong cave. As things come more clearly into view, the figures reveal themselves to be six cleverly rendered statues. They represent an ogre with a club held overhead as if to strike, three cowering gnolls holding polearms, a bugbear brandishing a morningstar, and a thin, bald man in robes. These statues are most realistic and detailed; they are obviously the work of a learned artist.*

These six statues are the petrified victims of the dread dracolisk in area 5.

**Treasure.** The treasure carried by these individuals is only available if they are returned to a fleshy state. The gnolls each still carry 1d8 sp and 2d6 ep, the ogre wears a belt sack with 28 gp, the bugbear carries three quartz chips tucked under its belt (10 gp each), and the human has no coins but wears a silver necklace (100 gp) and a magical *periapt of proof against poison*.

**Developments.** The nonhuman statues are a petrified **ogre**, three **gnolls**, and a **bugbear**; if restored to a normal state, they flee. The robed male human is a LE **cultist**, a neophyte acolyte that strayed from the path and was promptly banished. He is willing to fight alongside the party until his freedom from the Temple can be won. He is willing to faithfully trade either of his valuables for a quick escort from the Temple dungeons. Of

course, he offers first the necklace, then the periapt, but ultimately gives up both if conditional to his escape.

## AREA 5 – LAIR OF THE DRACOLISK

**DM Note:** The cavern’s entrance, located approximately 110 feet north of the fire symbol, is carved to resemble a great dragon-like beast with jaws agape. Those proceeding southward must move through the open jaws of this frightening stone entranceway.

*The way ahead leads to the south, straight through a passage that has been carved to resemble a great reptilian beast with jaws open, as if to swallow intruders! Natural stalactites mimic oversized fangs.*

If the characters proceed through the entrance into the cave beyond, provide the following description:

*You have reached a sizable cavern littered with bones and what appears to be a melted suit of plate armor. Near the eastern wall are two statues skillfully carved to resemble a pair of frightened bugbears gripping morningstars.*

*To the southwest, a large, dragon-like form stirs and unfurls its dark wings. The blackish creature turns its head and levels a flat gaze full of malice in your direction. The beast’s features are indeed cruel with deep-set eyes and numerous teeth jutting from either side of its blunt, horned snout.*

Although not nearly as intelligent as the true dragons to the north (see area 24), the **dracolisk** (see appendix C) that lairs here inherited a strong sense of superiority from its draconic parent. It rules most of the eastern caves in the Earth Node and occasionally patrols the area, slaying and petrifying creatures at will. As a result, most intelligent creatures have moved elsewhere in the Burrows.

The dracolisk eagerly attacks intruders in an attempt to prove its superiority; it relishes the fear it causes “lesser” creatures. It attacks first with its deadly gaze in an attempt to petrify as many opponents as possible, after which it follows with its breath weapon.

The statues are petrified **bugbears**; if restored to normal form, they wordlessly flee.

If the party proceeds to the southern end of the cavern (something likely impossible while the cavern’s occupant lives), provide them the following description:

*Toward the southern end of the cavern, a large, golden symbol is painted on the floor: a reddish-gold, diamond*

*shape with four crimson points radiating from the sides of the lozenge. This symbol is sizable, perhaps 4 feet across at its widest point.*

The eight-pointed symbol on the floor is a magical gate to the Fire Node. Anyone standing atop it is transported to area 1 in the Fire Node (see chapter 16), as described in chapter 13.

**Treasure.** Each bugbear carries 1d12 sp and 1d8 gp. (None of the treasure carried by these individuals is accessible unless they are restored to normal form.)

The dracolisk's valuables are in an untidy heap and consist of the following:

- A large chest holding 2,290 gp
- A silk bag that holds 12 matched tourmalines (200 gp each)
- Three dwarf skulls
- A normal battleaxe, shortsword, light crossbow, and two daggers
- A round +2 shield
- A suit of +1 plate armor (sized for a dwarf)
- A leather case that holds 10 +1 crossbow bolts
- A potion of heroism in a stoppered, metal vial

**Developments.** The basilisks in area 6 sense that the dracolisk is somewhat like them and refuse to attack it; likewise, the dracolisk treats them as lesser creatures and guards (though it is not above eventually eating one of them if hungry enough). The dracolisk had a very brief encounter with the black dragons to the north (see area 24) and retreated, but its ego does not allow it to accept them as equals; instead, it has convinced itself that the caves to the north are empty of prey and, therefore, undesirable.

## AREA 6 – CAVE OF SMALL STATUES

*The ceiling of this cave is fairly low, perhaps 10 feet overhead at its highest point. Near the entry are two small, gray statues—both depictions of rats. Closer to the center of the cave is what appears to be a larger statue, but it is shattered. At the far end of the cave, two lizard-like creatures are tugging at some bones. Other bones and refuse are scattered about around them.*

A mated pair of **basilisks** currently dwell here, though they have moved throughout the nearby caves over the

last few months. The basilisks have settled down here and fiercely protect the area until their eggs hatch. Although not terribly intelligent, they are allied with the dracolisk in area 5. Any intruders are swiftly attacked, first with a Petrifying Gaze attack and then with savage bites. Both monsters fearlessly attack until slain.

**Treasure.** Those searching the bones and making a successful DC 13 Wisdom (Perception) check discover a ring of shooting stars still worn by a skeletal hand. If the characters look about the entire cave (no check necessary), they discover a clutch of three eggs partially covered by mud in the cave's northeast finger. If left alone, three small basilisks hatch from the eggs in 2d4 days. If transported safely to a large city before they hatch, they could be sold for 500 gp each.

## AREA 7 – CAVE OF CLAY MEN

*Several passages converge on this cave from multiple directions. Near the center of the area are three statues that depict men dressed like merchants, replete with furred capes and caps. To the north, moisture slowly drips from the wall and collects in a shallow pool.*

This place is uninhabited except for the statues, which are humans that have been petrified by the nearby basilisks.

The water is cool and tastes strongly of minerals, but it is potable. The pool is about 2 feet deep.

**Development.** The humans are three merchants that sold weapons to the lesser Temples (see Dungeon Level 2 in chapter 10) and were robbed and thrown into the Node after demanding too much for their wares. The merchants are chaotic evil but demoralized; if restored to normal form, they offer profuse thanks and accompany the party for protection until they can find a way to escape, but they ultimately contribute little, sticking to the rear in dangerous situations and taking few risks. They think nothing of endangering the characters if it speeds their escape. Treat them as **commoners** armed only with daggers (+2 to hit, 2 [1d4] piercing damage).

## AREA 8 – CRYSTAL CAVE

*The floor of this cave slopes down to the east where large, violet crystals jut from the wall in bunches. Two unusual creatures are here, feasting on the exposed crystals. The monsters have massive, bulky bodies supported by three legs but no apparent head—only three clawed arms surround-*



ing an upward-facing mouth ringed with stony teeth. Set in the front of their stony hide is a single, amber eye.

The two creatures are **xaren** (see appendix C) from the Elemental Plane of Earth. They are happily feasting on the recently exposed crystals but answer to the **xorn** (area 9). One xaren has a clear view of the entrance and spots any intruders approaching from area 7. They speak Terran and are interested in parley with intelligent creatures (see “Developments” below).

The magical conditions in the Earth Burrows allow for an unusual amount of crystals and minerals to be present, and as a result, the xaren and their brethren, the **xorn**, are well fed and content. The xaren have a good thing going here—lots of crystals and minerals to eat and few creatures in the Earth Burrows that oppose them. They defend their lair with force and leave the area only rarely.

**Treasure.** Approximately 20 large amethyst crystals can be pried from the wall; they are worth 2,600 gp for the lot. It would take about 2 hours to pry all the crystals out of the wall, and this is a noisy affair (double the chances for wandering encounters).

**Developments.** The xaren are relatively well fed, but they've been dining exclusively on amethysts; if they sniff out enchanted metal items carried by the adventurers, they seek to obtain them, demanding them as an offering if they deem the adventurers weak or offering information (or access to the remaining crystals on the wall) if the adventurers appear strong or number four or more. If pressed, the xaren issue forth a deep, whistling cry that brings the **xorn** in area 9 charging here at full speed!

### AREA 9 – BRILLIANT CAVE

*The walls of this cave are rife with crystals, long and short, that reflect tiny beams of light in every direction in an amazing display. Most of the crystals are purple, but other small bunches of chartreuse and emerald are present here and there. Resting here are two enormous, rocky monsters, similar to those in the adjacent cave but darker in color and more robust.*

A pair of **xorn** are here, resting after a recent meal. They are fat and lazy and would just assume parley with intelligent creatures as opposed to enter a fray. They first try to bully the characters, and then call for their xaren

allies in area 8 for back-up. They have a great deal of knowledge regarding the Node and would be willing to trade it for platinum or other fine gems (worth at least 500 gp each). They are fond of pearls (they taste like candy) and would go to great lengths to obtain a few.

**Treasure.** The crystals are uncut, but valuable; enough can easily be removed to fill a sack with 3,900 gp worth of amethysts, 2,400 gp worth of green kornerupines, and 1,100 gp worth of sillimanite crystals. It would take 6 hours to remove all of these, which is noisy work (double the chances for wandering encounters during this effort).

**Development.** Like their xaren kin, the xorn are very content in the Earth Burrows and have no desire to ever leave, until the food runs out. They, furthermore, have willing allies (and sometimes servants) in the xaren, who they tend to boss around.

## AREA 10 – ROILING EARTH

*The air in this cavern is heavy with moisture. The place is floored with what appears to be thick, rich earth. Bands of ochre clay provide natural decoration here. Above reside a few clusters of stalactites, but most noteworthy is a stone pillar near the room's far side, atop which sits a bronze coffer.*

Characters with a passive Perception score of at least 15 notice that areas of the earth floor appear to be wavering slightly. The floor here has been affected by the Node's strong bond to the Plane of Earth. Sections of floor here randomly change to a liquid state, forming a thick and viscous mud that pulls any creature attempting to stand on it below floor level.

Map 28 indicates which 10-foot floor squares are initially in a liquid state. Every minute, the “liquid square” shifts to the next adjoining square (direction indicated on the map); once a square with a wall is reached, the changing square moves back in the opposite direction. The DM should carefully keep track of these liquid squares.

Characters stepping on a liquid square are immediately seized by the sticking mud and must make a successful DC 13 Strength saving throw or DC 16 Dexterity saving throw or be pulled under, where they are incapacitated and begin to suffocate. Other characters that are in “safe” adjoining squares may pull these entrapped characters free with a successful DC 15 Strength check. Any character may make numerous attempts to rescue their entrapped fellows, but in the meantime, the

floor squares continue to change state. If a square of floor shifts back to a “solid” state while a character is entrapped within it, that character becomes buried and is reduced to 0 hit points and is dying. It takes 3 rounds of digging, or a single action to make a successful DC 15 Strength (Athletics) check, to free a buried character.

**Treasure.** The pillar is 15 feet high with a flat top. It can be climbed with a successful DC 13 Strength (Athletics) check. The bronze coffer is old and inscribed with whirling sigils and small, imp-like flying forms. It is unlocked and inside is a *wand of lightning bolts* on a pillow of blue velvet.

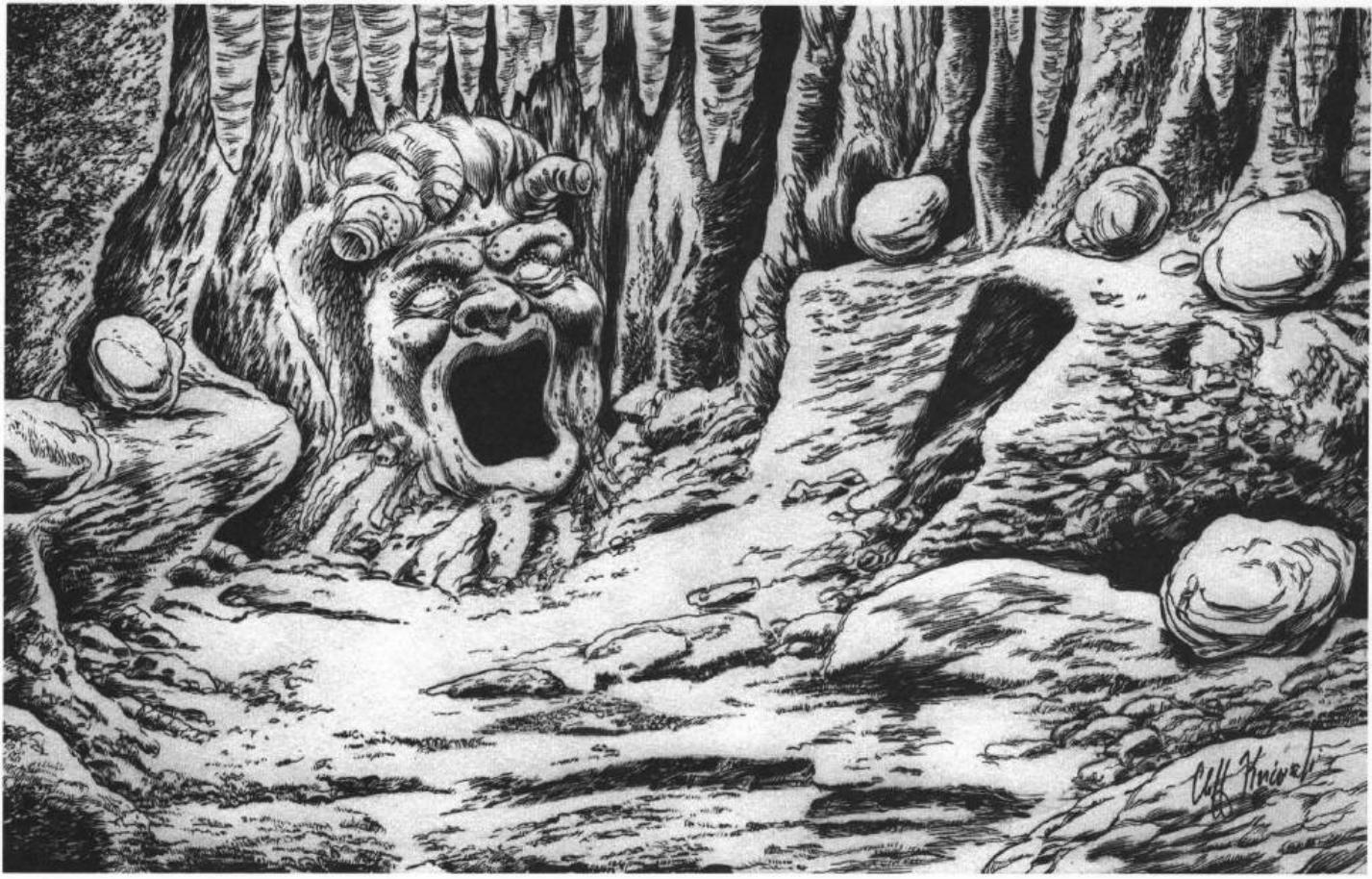
## AREA 11 – SOUTHERN GROTTO

*Two narrow passages terminate at a damp, soil-floored grotto. The walls here are streaked with bands of clay, and the soil underfoot is soft and clinging. Shadows stray across the walls at odd angles, and the place carries a pervasive sense of unease.*

This grotto is home to five **chaggrin grues** (see appendix C); only three are present as two are currently out elsewhere foraging for food. Although not terribly smart, the grues are clever enough to work together. If they detect the approach of intruders, they burrow into the ground: two in the left entry and one to the right. They allow southward-bound intruders to pass them, and then they re-emerge to attack by surprise.

**Treasure.** The grues have hidden their treasure beneath two flat rocks that are partially covered with earth. Anyone searching the area and making a successful DC 12 Wisdom (Perception) check should roll a d4. On a roll of 1 or 2, the first cache is found, and if the result is a 3 or 4, both caches are found. The first cache, a dug-out hollow beneath the stone, holds a *wand of paralysis* tightly wrapped in red cloth (which the grues cannot use, but keep as a grim trophy from a previous victim). In the second cache, a smaller niche beneath a similar stone a short distance from the first, is the garnet *power gem* (see the *Orb of Golden Death* in appendix D), which when touched immediately sends anyone within 50 feet of it to the Fire Node's arrival point (see chapter 16).

**Developments.** The grues delight in causing pain to weaker creatures and once they attack, they are reluctant to retreat. The concept of parley is unknown to them, but a thrown handful of gems can distract these brutes long enough for intruders to depart unmolested.



## AREA 12 – THE GREAT FACE

The passage empties into an oval cave. Around you are many high, cragged ledges, smoothed somewhat and connected by worn, stone drapery, forming little connecting ramps between some platforms.

Of greater note, however, is an unusual formation to the south. The cave's southernmost wall is dominated by an enormous face, seemingly carved from the natural stone. The visage, easily 5 feet across and some 12 feet in height, resembles a vaguely human face with vestigial horns, furrowed brows, and shining, red eyes. Its mouth is agape, as if howling in anger or fear.

This place is home to a large colony of 12 **bowlers** (see appendix C). They lurk on the various ledges all around; their positions are marked on the area detail map (see map 28A). If the party enters the cave proper, 2d4 bowlers roll down the slopes and attack. The bowlers roll quietly at first, and only characters making a successful DC 12 Wisdom (Perception) check notice their approach before they are within 40 feet of their intended victim(s).

The bowlers are largely nomadic, and they have been attacked by many other creatures in the Earth Burrows.

This single colony survives mostly by camouflage and cowardice, and they should not prove dangerous unless cornered in this room or hungry. They have been in this cave for two weeks, liking the relative safety they've found here, and may stay longer. They are not intelligent enough to realize that the great stone face has frightened away most visitors.

If the face is approached, the great visage speaks in a terrible, baritone voice. The voice is caused by a *magic mouth* spell, hidden inside the mouth. It states in Terran:

*Water to Earth, Earth to Fire*

*Drowned at depth, or burned in pyre*

*Fire to Air, Air to Water*

*Burned to the bone, or led to slaughter*

Inside the great stone mouth is a niche, some 10 feet deep but only 4 feet wide and high. Jumbled haphazardly in the back of the niche is most of a yellowed skeleton, still garbed in black clerical robes and clutching a *rod of resurrection*. The magical rod is beneath the corpse and found with a successful DC 10 Wisdom (Perception) check.

The niche, however, is trapped. If more than 50 pounds

of weight is placed on the niche floor, the ceiling of the niche silently (but rapidly!) descends. Allow any characters within the niche a DC 12 Wisdom (Perception) check to notice the descending ceiling; characters that succeed may attempt a quick exit, whereas other unfortunates are at higher risk. Characters outside the mouth but in squares adjacent to the face also notice the dropping ceiling with a similar Perception check and may give warning to those inside. Trap damage is as follows:

- Character(s) inside the niche and unaware of the danger: 22 (4d10) bludgeoning damage, or half as much damage with a successful DC 14 Dexterity saving throw
- Character(s) inside the niche and aware of the danger: 11 (2d10) bludgeoning damage, or half as much damage with a successful DC 14 Dexterity saving throw

If a character inside the niche attempts to snatch the rod while they exit, they have disadvantage on their saving throw. Once the mouth drops completely shut, it is sealed tight thereafter unless magic is used to clear away the stone. Any character that fails their Dexterity save by more than 8 points is sealed inside the mouth and forever lost!

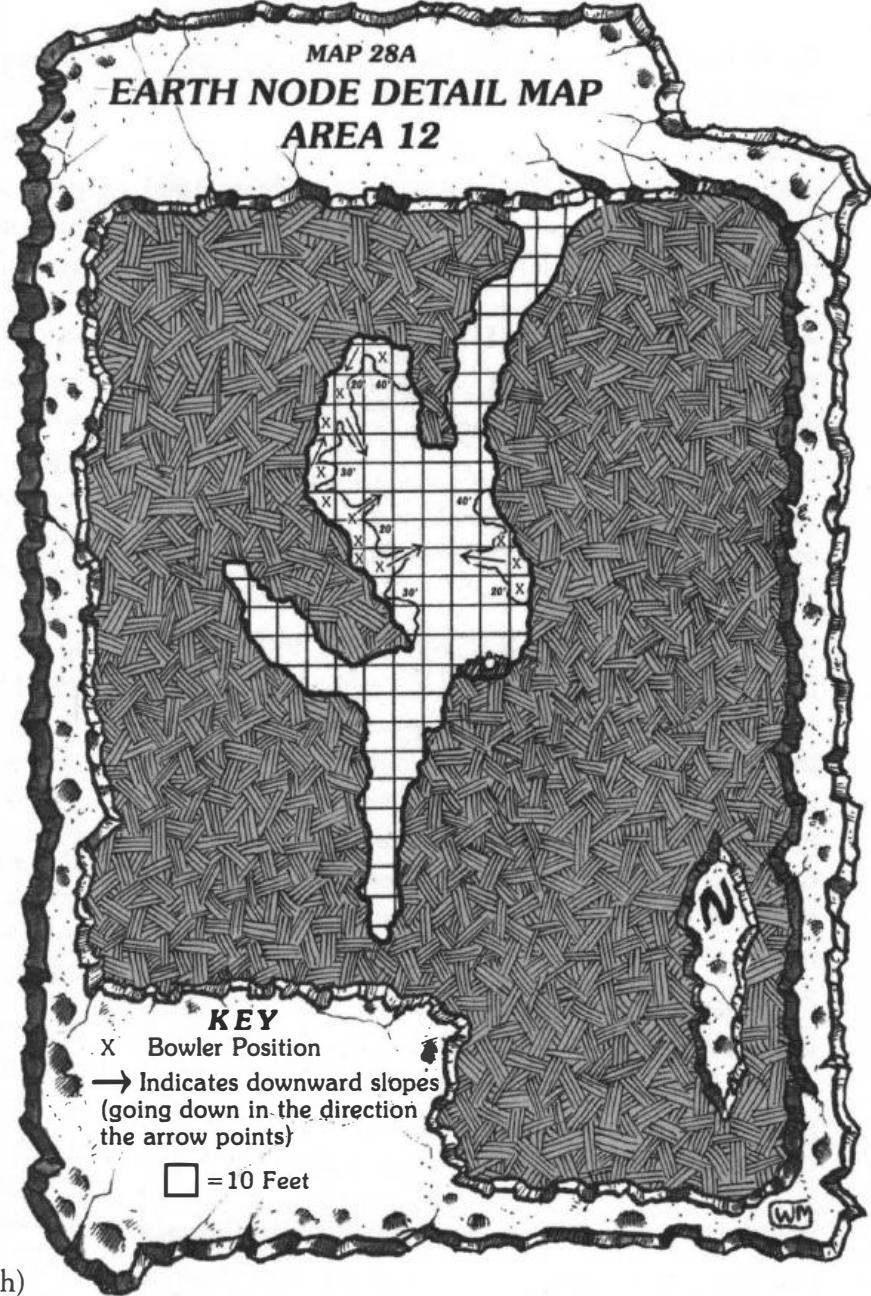
**Treasure.** The bowler colony has no treasure as such, but each bowler has a central core of a single beryl gem worth 10 gp. Set into the eyes of the stone face are two star rubies (2,500 gp each) that may be removed with about 10 minutes of careful effort. If both gems are removed, the face is rendered nonmagical, and the trap is disabled.

**Developments.** The stone face was placed here in jest by Luz himself, and those making a successful DC 18 Intelligence (Religion) check recognize the face vaguely resembles Luz's demonic persona. If the face is destroyed (only accomplished via magic spells or many hours of hard labor) or the eye gems are removed, Luz immediately becomes aware and knows who is responsible!

## AREA 13 – JAGGED PILE

**DM Note:** This area is considered difficult terrain.

*This smallish cave is the nexus of numerous side tunnels. In the center of the cave is a jagged mineral formation,*



*metallic in color, with numerous jagged spurs that point upwards at various angles. Bands of silver are also evident on the walls all around.*

*Busily climbing about the pile are several creatures which you almost mistook for crystal formations, odd crystalline entities that are somewhat scorpion-like in shape, with several pointed legs and a bent appendage waving overhead.*

Three **crysmales** (see appendix C) are here foraging about. They have not been here terribly long, and they roam the Earth Burrows almost continually. These creatures are hunting for the crystals on which they feed. If they detect any quartz or beryl carried by the adventurers, they hungrily attack. They likewise attack if the party openly displays any crystals including *Ioun stones* or similar items. Otherwise, they warily back away from intruders;

the Node's xorn and xaren devour them at every opportunity, and they have grown cautious as of late.

**Treasure.** The crysmals have no treasure, but there are silver deposits in the walls here, and approximately 500 gp of raw ore may be obtained for every hour dedicated to the task. After 4 such hours, this tiny vein is depleted.

## AREA 14 – DEEP MUD

**DM Note:** The long passage leading to this area slopes downward at a 15-degree angle.

*The passage approaching this area was covered in damp earth, and the floor of this cave is covered in thick, viscous mud. Set into the far northeast wall is a carved-out shelf that holds a skull and a dagger.*

Inside the cave proper, the floor slopes down toward the northeast, gradually at first, but at the halfway mark (see the dotted line on the map), the floor suddenly slopes downward at a far greater angle. Characters moving about the area with a passive Perception score of at least 14 notice this steep decline. Characters unaware of the sharp slope that pass the marked line slip and slide to the far end of the cave, where the mud is approximately 12 feet deep.

Characters that slip should be allowed a DC 13 Dexterity saving throw to immediately arrest their slide; otherwise, they rapidly slip beneath the mud. Characters beneath the mud are blinded and should be allowed a DC 15 Strength (Athletics) check to swim to the top of the mud if they immediately doff all metal armor and drop anything held in hand. Characters failing this check are both blinded and restrained; review p. 183 in the *Player's Handbook* for rules on suffocation and holding one's breath.

Any small items or weapons shorter than 3 feet in length that are dropped beneath the mud are hopelessly lost.

The shelf holds a normal (human) skull and a usable, but nonmagical, dagger placed here to lure others to their doom.

## AREA 15 – LARGE GALLERY

*A straight tunnel opens into a large, high-ceilinged gallery. Weird protrusions of rock stick out in places from the walls. Some attempt has been made to make this place comfortable, for numerous items of furniture—most cunningly wrought from stone—are present, as well as large heaps of furs that would seem to serve as beds. To the south is a pile of large rocks.*

*Three giants are here, standing in a group to the north. All are gray-skinned, stand some 18 feet in height, and are garbed in animal skins.*

The cavern is home to a group of six **stone giants**, however half their number are out foraging for food and items of value. This group consists of the following members: Jonu (male), armed with a greataxe (+9 to hit, 25 [3d12 + 6] slashing damage); Bimir (male), armed with a greatclub; and Jukan (female), armed with a greatspear (+9 to hit, 16 [3d6 + 6] piercing damage, or 19 [3d8 + 6] piercing damage if used with two hands). This band of giants was spirited here by magic, and although they are among the more organized and powerful creatures in the Earth Node, they have become distrustful and withdrawn after several dangerous encounters. Recent run-ins with the dracolisk and its allied basilisks (see areas 5 and 6, respectively) resulted in one of their number being petrified and left for dead; they now eagerly kill any basilisks they come across and give the eastern caves a wide berth.

If the giants deem the party hostile or dangerous, they attack first with a volley of thrown rocks and then close to fight hand-to-hand. Once attacked, they do not give quarter.

**Treasure.** If the crude beds are searched, a giant weasel fur (300 gp) is found by any character making a successful DC 10 Wisdom (Perception) check. Under a slab of rock to the south, found with a successful DC 13 Intelligence (Investigation) check, is a buried, wooden chest that holds the following: 22 amethysts (300 gp each), 30 large quartz crystals (100 gp each), a human-sized +1 warhammer, and a *figurine of wondrous power* (marble elephant) wrapped in a soiled rag.

**Developments.** After six weeks in the Burrows, the stone giants want nothing more than to escape. Although they start the encounter hostile, if somehow befriended (possible if they are carefully approached and offered food, giant-sized equipment, a way out, or proof that the adventurers have slain the dracolisk or several basilisks), the giants warn the party of nearby dangers, including the steep drop-off in area 14 and the storoper in area 16. If asked if they know of any odd symbols, they can also provide rough directions to the lair of the dracolisk (area 5) and can describe the pointed star symbol found there, but also warn the party that “stone beasts” (basilisks) lurk in the nearby caves.

## AREA 16 – STOROPER LAIR

This damp, dead-end cave is filthy and quite horrid; a number of skeletons are here, jumbled together, along with scraps of leather and cloth. A few rusty weapons are also scattered about. There are a few stalagnites near the front of the cave and a taller stalagmite to the rear.

The large stalagmite near the rear of this place is actually a **storoper** (see appendix C). The creature has laired here for some time. Other nearby creatures avoid it, and thus, it is ravenous. The storoper's hunger causes it to attack any intruders, though it does not usually leave the area. It pretends to be a stalagmite using its False Appearance trait until prey draws close and then lashes out with its tentacles, gaining surprise.

Among the jumbled remains are three relatively intact skeletons, that of a bugbear, a human, and an orc. The skeletons may be identified with a successful DC 13 Intelligence (Nature) check. Also, here among the remains is a shortsword, a mace, and a scimitar; none of the weapons are usable due to their deteriorated condition.

**Treasure.** There is nothing here of worth, and the storoper keeps no treasure, but inside the creature's gizzard are four brilliant amethysts (250 gp each).



## AREA 17 – SHIFTING NEXUS

A number of passages converge here from all directions. All the passages are confusingly similar to the one by which you entered.

This area is closely tied to the Plane of Earth. As such, the passages here randomly shift and move slightly from hour to hour. If characters pass through this area and then return, have each make a DC 15 Wisdom saving throw. If the save is unsuccessful, that character mistakes one passage for another, accidentally taking the passage to the immediate left or right (random chance of either) of the passage they intend to enter without realizing it.

In the dead-end passage that leads southwest from this place, a pair of **rock reptiles** (see appendix C) have taken up residence. They are slumbering and may be mistaken for piles of rocks, but characters with a passive Perception score of 12 or higher realize that something is amiss. The creatures have recently fed, but if cornered in this area, they fight back viciously.

## AREA 18 – CAVERN

*This northward-wending passage gradually opens into a grim cavern. Stalactites hang from the ceiling above like gigantic teeth, casting long shadows on the walls around. Scattered about the many rocks here are bones and a few bits of armor: a round shield, a dented helmet, and a weapon or two. Further inside the cavern, something gives off an amber glow through the dusty air.*

Characters with a passive Perception score of 12 or higher hear a snorting sound from the far (north) end of the cavern. The sound is a panting **gorgon** preparing to charge! A second gorgon lurks in the northwestern cave corner.

The ill-tempered gorgons charge all intruders, regardless of their size or number. They have successfully defended this lair from all intruders so far, and even the stone giants (see area 15) give them a wide berth. The first beast charges southward in its initial attack, after which the beast turns, exhales a cloud of Petrifying Breath (at which time, the second beast joins the fray and charges southward), and, if possible, attempts another Trampling Charge going northward. The gorgons give no quarter and relentlessly attack all in their immediate area until they are slain.

**Treasure.** The round shield bears an ornate boss and is actually a +1 shield. The faint yellow glow comes from

the blade of an unsheathed longsword—a sentient magic item named *Snoop* (see appendix D). If *Snoop* has already been found or placed elsewhere randomly (see “Table of Magical Treasures” in chapter 13), then have the glowing item here be something else, such as a severed gargoyle horn with *continual flame* cast upon it. Also littered about are a normal spear, a usable flail, and an empty leather quiver. The gorgons have no treasure of their own.

## AREA 19 – WESTERN CAVERN

**DM Note:** The cavern’s entrance, located approximately 100 feet north of the water symbol, is carved to resemble a great, fish-like beast with jaws agape. Those proceeding southward must move through the open jaws of this frightening stone entranceway.

*In order to continue down the southward passage, you must walk through a rock entrance carved to resemble a great aquatic leviathan. Its stone maw is dotted with stalactites resembling dagger-like teeth.*

*Beyond the piscine doorway, the passage widens.*

If the characters move through the ichthyic entrance into the cave beyond, provide the following description:

*Beyond the frightening portal lies a narrow cave, wending its way southward. There are many thin, pointy crystalline structures jutting from the walls to either side, but some of these appear to have been broken for the floor is littered with jagged shards of similar material.*

*To the south, a massive being—seemingly constructed from stone and earth and yet wearing some bits of metal armor—stands, holding a gigantic stone maul at the ready. The creature’s left shoulder and upper arm appear somewhat melted. On the floor, where the being stands, is a glowing, greenish symbol, an ornate square at least 4 feet across. The stony being suddenly hefts its weapon, levels its gaze, and charges angrily toward you!*

The stony creature is an **earth elemental myrmidon** (see appendix C) that speaks Abyssal and Terran, specially placed some years ago by Zuggtmoy herself to guard the magical portal here. The myrmidon is wounded and currently has 105 of its maximum 127 hit points.

Elemental myrmidons are magically bound servants with no knowledge of their former existence. This one, however, has been repeatedly damaged by other creatures in the Node and feels the strong pull of Earth here;

as a result, it has become somewhat deranged. Instead of merely guarding the portal, the myrmidon attacks all intruders. It does not, however, leave this cave.

The square symbol at the south end of the cave is a magical gate to the Water Node. Anyone standing on top of it is transported to area 1 in the Water Node (see chapter 17), as described in chapter 13.

**Development.** Originally all the Node portals had myrmidon guardians, carefully placed by Zuggtmoy or Iuz. All have been destroyed, except this one.

## AREA 20 – SHINING CAVERN

*The incredible brilliance of this cavern is something to behold. The walls all around bristle with a variety of faceted crystalline growths, each catching vestiges of light and reflecting it in all directions. The air here is cloudy with rock dust and minuscule bits of crystal that hang in the air, lazily spinning in circles.*

Characters entering this cavern carrying a source of bright light, such as a torch or lantern, must make a DC 13 Dexterity saving throw or be blinded for 5 minutes.

Two **galeb duhr** call this place home and are hunched and standing motionless. They utilize their False Appearance trait to appear as two boulders. The galeb duhr play possum when the party first arrives in an attempt to determine their motives. Both are of a somewhat dour disposition but not hostile. They demand to know what the party wants (in Terran), and if the party does not offer them a gift or respond to their satisfaction, they animate nearby boulders in an attempt to frighten the adventurers away. If the party persists, they utter deep sighs and attack via their Rolling Charge.

**Treasure.** The only treasure these creatures keep is a gem of brightness that they have stuck between some of the worthless wall crystals here. Characters searching the cave locate the magical crystal if they make a successful DC 10 Intelligence (Arcana) check or DC 14 Wisdom (Perception) check.

**Development.** If offered a gift, such as a magic item, potion, or quantity of crystals worth at least 200 gp, they speak briefly to the party (in Terran), asking how the adventurers came to be in the Node and warning the party of the black dragons in area 24. If asked about large, painted symbols, they tell the party that a round symbol is painted on a wall in a cave in the northern Burrows, but they do not remember exactly where.

They do not willingly leave this cavern and if the adventurers remain overlong, they grow still and come to resemble boulders again, entering a torpor-like state.

## AREA 21 – DUSTY CAVERN

*The air in this place is thick with swirling clouds of dust. This cave has a deep, earthy smell, and footsteps here echo loudly. At the far end of the cavern, a passage leads out.*

This place is currently uninhabited. The loud echoes here are merely a result of the high (90 feet) and uneven ceiling, though the DM may wish to play up the effect to make players nervous.

Characters remaining in this place longer than 1 minute must succeed on a DC 13 Constitution saving throw or take 5 (2d4) damage from the unusually thick, choking dust. This saving throw must be repeated for every additional minute spent here or in the two unnumbered, dead-end tunnels to the southeast. If a character makes three successful saving throws in a row, they are thereafter immune to the effects of the heavy dust here.

## AREA 22 – BANDED CAVE

*The walls of this cave display a range of colors: ochre, russet, carmine, and umber.*

The walls here are inhabited by a “school” of four **khargra** (see appendix C) who have ventured here of their own volition from the Elemental Plane of Earth. If the party moves to pass through this place, they leap from the walls and attempt to fasten themselves with their clawed arms onto large metallic objects, such as armor or swords, which they will then devour. The khargra are enjoying the change of clime and lack of competition (their home plane is filled with untold thousands of khargra). They only wish to feed. If denied a meal, however, they doggedly attack.

The bands of color along the walls are somewhat rare but worthless mineral deposits, exposed in odd combinations by the magic of this Node.

The khargra have no treasure.

## AREA 23 – VOLUCRINE PORTAL

As the party approaches this area, moving north from area 22, read the following description:

*The passage here has been carved or shaped from the natural rock to depict the head of an enormous bird of prey, its*

*beaked mouth agape. To proceed northward, it appears you must pass through this frightening portal.*

As the party passes down the corridor and through the carved mouth, an odd eddy of wind blows tiny, crystalline particles around them. The eddy is common to the northern Earth Node, but the passage of this magical wind through the carved passage mouth does produce an unsettling sound, not dissimilar to the keening cry of a great bird of prey on the hunt.

If the adventurers proceed through the portal to the next area, provide the following description:

*To the north, a huge, flowing, stone drapery shines with moisture. Water drips from thick stalactites above and falls to numerous pools of water. Beyond the pools, almost in the northwest corner, a large, azure symbol is painted on the floor.*

There are two **crystal oozes** (see appendix C) here: one lurks in a pool and another clings to the ceiling nearby. The hungry oozes attack any living creatures that enter the northwest section of the cave, one dropping down from above and the other suddenly lunging to attack from its pool if a victim draws close enough. They attack independently and start to feed once they bring down a single victim.

The circular symbol painted on the floor is a magical gate to the Air Node. Anyone standing atop it is transported to area 1 in the Air Node (see chapter 14), as described in chapter 13.

**Treasure.** If the pools are carefully probed and a successful DC 12 Intelligence (Investigation) check is made, a silver and pearl earring (200 gp) is found, all that is left from a meal some months previous.

## AREA 24 – DRAGONS’ LAIR

*This cavern is enormous and high-ceilinged with beautiful, stone curtains and drapery. Long stalactites hang from the roof above, some easily 6 feet long or more. The floor here is somewhat uneven and features stalagmites and a plentiful littering of bones, large and small. A skull, sans jaw, sits on a nearby rock spur.*

*Approximately 60 feet away, two large, draconic creatures with purple-black scales sit near a heap of refuse. They turn to face you, unfurling their dark wings.*

The ceiling here is approximately 120 feet high in the cavern’s central point. The use of any particularly de-



structive spells (*fireball*, *lightning bolt*, etc.) or spells or items that involve thunder-related damage cause numerous stalactites to rain down from above. If this occurs, all creatures in the chamber must succeed on a DC 14 Dexterity saving or be struck for 13 (2d12) piercing damage.

This large cavern is home to a pair of mated **young black dragons**. Both are aggressive and delight in cruelty. The male, named Rulderrian, and the female, Tilrudat, consider themselves the masters of the Node and swiftly engage anyone that dares challenge that authority. They are practiced at attacking in unison (when not quarreling amongst themselves) and they are hunting at an increased pace as they prepare for their eggs to hatch. Newborn black dragons have a high mortality rate, especially if not fed plenty of fresh meat.

The dragons attack with their acidic breath first and then move to attack intruders from either side, putting them in a vice of tooth and claw. If confronted with spells and pressed hard, they temporarily retreat to a nearby cave, gather their strength, and return. Neither gives ground nor considers surrender, though they may

accept treasure in exchange for letting strong opponents leave unmolested (though the dragons may well hunt down the individuals later).

**Treasure.** Stacked in the cavern's northeastern spur is the dragons' treasure, partially covered by a human skeleton in acid-washed (ruined) plate armor. It consists of two large chests with contents as follows:

**Chest #1:** A *robe of scintillating colors* and a *driftglobe* wrapped in an old, soiled cape. This chest has a small, secret compartment in the inner lid, which may be found with a successful DC 14 Intelligence (Investigation) check. Inside this tiny storage space is a *ring of resistance* (acid) that appears to be a silver ring etched with a symbol resembling a trio of water droplets.

**Chest #2:** A cloth sack that contains a *tome of clear thought* and a *manual of bodily health* as well as 871 sp and 3,250 gp (mixed and loose).

**Development.** This pair has recently produced two eggs, carefully buried beneath the refuse, which should hatch in  $1d8 + 70$  days.

# CHAPTER SIXTEEN

## The Fire Node

### GENERAL FEATURES

The Fire Node within the Temple of Elemental Evil (also known as the Fire Pits) is depicted on map 29.

**Entrance.** Those arriving in the Fire Pits appear in an underground, diamond-shaped chamber with eight stone doors (area 1). The air is uncomfortably warm and humid with a slight scent of sulfur.

**Construction.** The passages of the Fire Pits are hewn from solid, volcanic rock, typically dark gray to black basalt. The craftsmanship is exquisite, with hints of magical construction or possibly the work of earth elementals. Various surfaces are marred with scratches, scorch marks, and chips. Climbing a wall is somewhat easy, requiring only a successful DC 13 Strength (Athletics) check.

**Temperature and Ventilation.** The air throughout the Fire Pits tends to be warm and humid. The relatively constant temperature of 90 degrees F is comfortable for fire creatures and residents but is uncomfortable for others. The environmental damage is due to unseen poisonous gases and hot embers borne on the slight breezes. Unless noted in the text of room descriptions, the entire Node is well ventilated from cracks and fissures throughout the walls.

**Visibility.** Unless otherwise noted, chambers are lit by phosphorescent mold or lichens (equivalent to dim light), open flames in firepits, or emissions from fissures

in the walls, ceilings, and even the floor (equivalent to daylight).

**Doors.** All doors in the Fire Pits are stone construction with brass fittings. They have AC 18, 40 hit points, resistance to piercing and slashing damage, and vulnerability to bludgeoning damage. These doors are heavy and often (60% chance) become stuck. A stuck door requires a successful DC 14 Strength (Athletics) check to open. Due to the thickness of these stone portals, checks to listen at them are made with disadvantage.

**Wandering Monsters.** The first time the characters enter a Node area that isn't otherwise occupied, check for a random encounter (as detailed in chapter 13). When resting, check for a random encounter once per short rest and three times per long rest. To determine what the characters encounter, the Dungeon Master should roll 1d8 for the type of monster encountered or choose one from Sub-table F2. Many of these creatures are limited in number; the DM should track any that are defeated.

### EFREETI

An **efreeti** named Beb-al'abesh frequents the Fire Node to cause trouble, seek worthy opponents, and generally incite chaos. If encountered, he is in the form of a fire elemental, thanks to his ability to innately cast *true polymorph*. (See area 12 for more details.) However, he does not attack (yet). Although difficult, he tries to lead the characters into a nearby encounter, preferably with

### SUB-TABLE F2: FIRE NODE RESIDENTS

D8	Encounter	# App	XP	Source	Notes
1	Fire elementals	Varies	Varies	Varies	See description
2	Fire bats	3d4	50	Appendix C	
3	Fire snakes	3d4	200	MM, p. 265	
4	Flameskulls	1d3	1,100	MM, p. 134	
5	Salamanders	2	1,800	MM, p. 266	
6	Mephits	Varies	Varies	Varies	See description
7	Efreeti	1	7,200	MM, p. 145	
8	Environmental hazard	NA	NA	NA	See description

one of the dragons (see areas 3 and 18) or the fire giants (see areas 31, 34, and 35). After they deal with that, there is a 50% chance he assumes his regular form and attacks. Otherwise, he simply disappears, not wanting to tangle with such powerful mortals.

## ENVIRONMENTAL HAZARD

The Fire Pits are a dangerous place. At any time, super-hot steam can be vented into a chamber via a rent wall, a spout of flame disgorged from a seam, or poison gas accumulated unseen. Each time this encounter occurs, roll 1d6 to determine the effects of the environmental hazard.

D6	Hazard	Effect
1-3	Steamjet	A blast of steam targets a 20-foot cone. All creatures in the area must succeed on a DC 13 Dexterity saving throw or suffer 7 (2d6) fire damage and 3 (1d6) bludgeoning damage.
4-5	Flame gout	A flame gout erupts from a nearby wall or floor in a 20-foot line. All creatures in the area must make a DC 15 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.
6	Poison gas cloud	The characters enter a 30-foot-diameter cloud of poisonous gas. All in the area must make a DC 13 Constitution saving throw, taking 11 (2d10) poison damage and gaining the poisoned condition for 1 hour on a failure, or half as much damage and no poisoned condition on a successful one.

## FIRE BATS

Groups of **fire bats** (see appendix C) adorn the ceiling in random locations scattered about the halls of the Fire Node. They prefer to roost in vaulted chambers, if possible, generally out of reach of other residents. If disturbed they attack en masse and, possibly, pursue targets that flee.

## FIRE ELEMENTALS

Fire elementals have been summoned to the Fire Node over the years and are now trapped. They have no lairs and thus, can be found nearly anywhere. When encountered, there is a 60% chance for 1d6 + 1 **minor fire elementals** (see appendix C) or a 40% chance for 1d2 **fire elementals**. There are only six fire elementals

and 12 minor fire elementals trapped on this Node.

## FIRE SNAKES

**Fire snakes** are the immature forms of salamanders (*MM*, pp. 265-266). They are common in the Fire Node, being encountered in some tucked-away, safe nook or cranny, as they are often considered a delicacy by many of the regular residents.

## FLAMESKULLS

A total of five free-willed **flameskulls** haunt the halls and chambers of the Fire Node. Their Rejuvenation trait functions here, so once defeated, if the remains are not cleansed with holy water or the target of a *dispel magic* or *remove curse* spell, they reappear with full hit points in 1 hour.

## MEPHITS

Gangs of various mephits roam the Fire Node. They are generally up to no good and harass the residents almost as much as any explorers. If this encounter occurs, roll 1d6 to determine what type of mephit is encountered. There is a 50% chance the mephits have found 1d8 gems (likely obsidian, jet, or red crystals, worth 50 gp each).

D6	Encounter	# App	XP	Source
1-3	Smoke mephits	2d4 + 2	50	<i>MM</i> , p. 217
4-5	Steam mephits	2d4	50	<i>MM</i> , p. 217
6	Magma mephits	1d4 + 1	100	<i>MM</i> , p. 216

## SALAMANDERS

These **salamanders** carry a massive, blackened cauldron with a lid between them. They are looking for fire snakes, which are placed in their cauldron and hauled back to area 20. The salamanders have been hunted by the Node's efreeti and recently suffered a devastating run-in with adventurers. Therefore, they are more interested in fleeing (leaving the cauldron behind) or negotiating with the characters for safe passage. There is a 25% chance the cauldron contains 1d3 **fire snakes**.

## SCALING THE ENCOUNTERS

The encounters presented in the Fire Node were designed for five to eight 6th- or 7th-level characters. For this conversion, they are presented as they occurred in the original text. Most parties of fifth edition charac-

ters range in size from four to six, and most will be all 5th- or 6th-level, assuming they proceeded to the Nodes soon after exploring the Temple's dungeon levels. Several of these encounters are a challenge for the characters, but there are opportunities to negotiate and parley with some of the more powerful monsters (such as the fire giants and the red dragons). Thus, the DM might want to adjust the challenge of several of the tougher encounters to bring them in line with modern standards. These include:

**Area 12.** The efreeti refuses to attack the characters, deeming them below his stature to make good sport. Instead, he leads them into another encounter and watches the fun.

**Area 34.** Reduce the number of fire giants to two.



## KEY TO THE FIRE NODE (MAP 29)

### AREA 1 – CENTER ROOM

**DM Note:** This is the Node's arrival point.

*This star-shaped room has dark gray to black walls. The natural stone floor is porous, and waves of heat and steam emit from these orifices. The room is filled with an uncomfortable heat, and small piles of glowing embers are scattered around the room providing a dim light. There are eight sealed, stone doors, each with brass hinges and fittings that provide exit. Two doors are located in the northeast, two in the southeast, two in the northwest, and finally, two in the southwest.*

The ceiling is 25 feet overhead and smooth. The floor is warm to the touch, and the escaping steam is harmless. There are four piles of glowing embers, one in each point of the star-shaped alcoves. These miniature towers are stacks of  $1d4 + 5$  smooth river rocks. Each emits pale illumination (5-foot radius) and cause 1 fire damage if touched.

The eight closed doors are unlocked, but stuck, requiring a successful DC 14 Strength (Athletics) check to push open. A small gap exists around each door that allows passage of creatures that can change form and fit through a space less than 1/2 inch when the doors are closed.

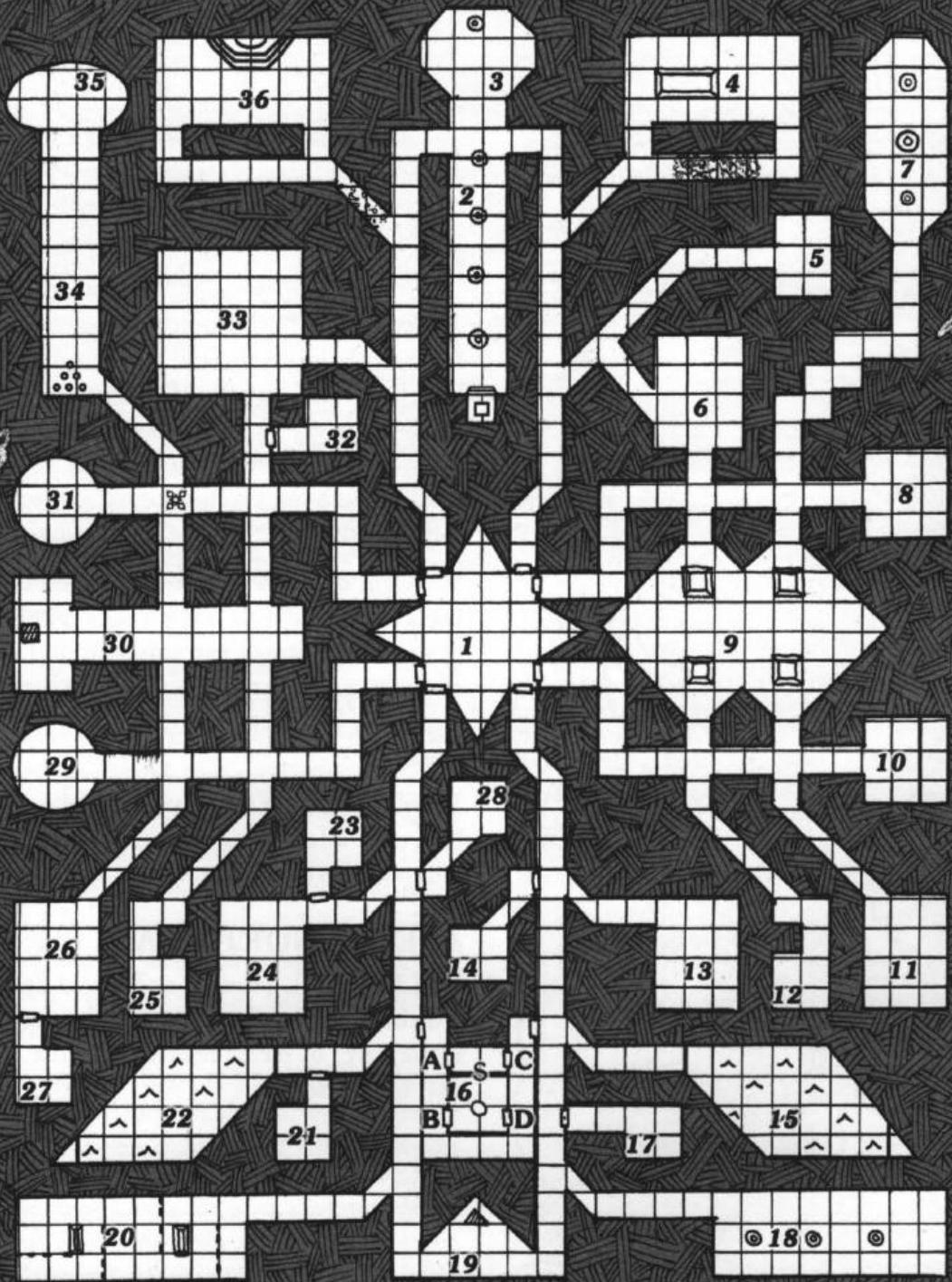
**Developments.** If the characters delay in this chamber, have a wandering monster (or an environmental hazard) occur to move them along.

### AREA 2 – NORTH HALL

**DM Note:** This location and area 3 are the lair of the red dragon. The characters see the dragon when they arrive here, so please refer to the area 3 for details on that interaction.

*Two open entrances lead into this 100-foot-long hall that runs north to south. To the north, an octagonal room is visible, complete with the curled form of a red, draconic creature. To the south, the 20-foot-wide hall is covered with glowing coals. Four active firepits are evenly spaced throughout the hall, aglow with light and heat. A small alcove is visible at the southern end of the hall. Inside is a smooth, white, stone pedestal. Resting on the pedestal is a chunk of polished obsidian carved in the rough shape of dragon.*

MAP 29  
THE FIRE NODE



□ = 10 FEET

WM



The floor of this hall is covered with red-hot coals. A creature starting its turn standing or walking on the coals takes 7 (2d6) fire damage. The firepits are 10 feet deep, and the leaping flames are magical in nature and cannot be extinguished. The pits can be easily avoided, but should a creature fall into one, it suffers 3 (1d6) bludgeoning damage and 4 (1d8) fire damage, and then 4 (1d8) fire damage at the start of each of its turns until it exits the pit.

A **magmin** hides in each pit. If characters walk by the pits (to get to the alcove at the south end of the room), the magmins attack. They attempt to grapple with targets using their touch attack. If successful, they try to trip or push the creature into a firepit. The magmins are not strong, so they target weaker looking spellcasters or lightly armored creatures. They can gang up against a particularly strong creature, granting advantage on the grapple attempt. If they succeed, all magmins burst out in laughter, wasting an action. When they collect themselves, they taunt and harass creatures trying to get out of the pit (imposing disadvantage on all climb checks).

The alcove is blocked by a permanent, hemispherical *wall of force*. The wall is immune to all damage and can't be dispelled with a *dispel magic* spell. A *wish* spell can be

used to destroy the wall, or magic can be used to bypass it by going through the natural stone wall. The *rod of cancellation* in area 18 could also be used to destroy the wall.

**Treasure.** If the alcove can be accessed, the characters can recover the obsidian statuette. It is worth 10,000 gp, but it's likely the characters owe it to the dragon in area 3 (see that area for details).

## AREA 3 – OCTAGONAL ROOM

*The temperature in this octagonal room is lower than expected. A warm breeze can be felt coming from the north wall. On the floor at the north end of the room is large glyph, 10 feet in diameter. A massive draconic creature with bright red scales is curled up on a pile of treasure toward the opposite end of this chamber. Its eyes are gently closed, and as it rhythmically breathes, a coil of smoke escape its left nostril.*

This is the lair of Mazniel, a **young red dragon**. He is only lightly sleeping and wakes unless the characters make a successful DC 20 Dexterity (Stealth) check. Assuming Mazniel becomes aware of any intruders, he prepares to attack, but is open to negotiations. He is especially interested in anyone who he determines might be able to assist him with mending his relationship with his mate, Sithbik, another red dragon in area 18. But before he tasks the characters with seeking her, he demands a test to prove they are worthy. He asks them to recover the obsidian statuette in area 2. If they comply, he enjoys watching their attempt while resting on his treasure pile, mocking them the whole time. He might add a *slow* spell to prolong the journey to the alcove or cast *enlarge* on a magmin (or *reduce* on a character that falls into a pit) for added fun.

Otherwise, he attacks, starting with his breath weapon. He then attempts to push targets back into area 2, where they are subject to the floor's damage and he is not. He then casts *dispel magic* on targets appearing to be able to resist fire or *web* to trap targets on the damaging floor. Once his breath weapon recharges, he unleashes it again.

Mazniel has this additional trait:

**Innate Spellcasting:** Mazniel's innate spellcasting ability is Charisma (spell save DC 16). He can innately cast the following spells, requiring no material components:

- 1/day each: *dispel magic*, *enlarge/reduce*, *slow*, *web*

Buried under the treasure pile is a large, circular glyph, measuring 10 feet in diameter. The glyph is a gate to the Air Node. Anyone standing atop it is transported to area 1 in the Air Node (see chapter 14), as described in chapter 13.

**Treasure.** The treasure hoard consists of the following:

- Coins: 26,576 cp, 11,234 sp, 2,114 ep, 5,678 gp, and 455 pp
- An assortment of gems in a silver coffer (see below): 117 blue quartzes (10 gp each), 13 bloodstones (50 gp each), 27 pieces of onyx (50 gp each), seven pearls (100 gp each), and four alexandrite (500 gp each)
- A silver coffer set with rubies (2,250 gp)
- A gold necklace set with jet (600 gp)
- Three silver rings (worth 125 gp, 245 gp, and 575 gp, respectively)
- A platinum chalice set with emeralds (3,000 gp)
- A gold-gilded shield with a red dragon painted on it (225 gp)
- An *iron flask* containing a **deva**
- A +2 mace
- A suit of +1 ring mail
- Three *potions of fire giant strength* in iron flasks (5 gp each)

**Development.** If the characters succeed in recovering the statuette, Mazniel is pleased. He offers one item from his hoard if they are interested in bringing his mate at area 18 a message of apology. He can provide directions to her lair.

## AREA 4 – NORTHEAST RECTANGULAR ROOM AND SIDE CORRIDOR

A diagonal hallway becomes an intersection that divides and forms this unusually shaped room. A lone corridor provides entrances to the main room on the east and west sides. The corridor in between is littered with a mixture of heat-dried bones from dozens of types of creatures. A pile of broken weapons and armor can be seen in the southeast corner of the corridor. Shorter corridors to the east and west lead into the larger room.

The rectangular room radiates more heat than expected due to the 20-foot-long firepit that is off-center in the room.

Hanging over the firepit are several iron bars forming a crude spit assembly. Each bar is adorned with a roasting creature: two serpentine forms and one delicate humanoid. The spits are being rotated by eager, fiery humanoids.

The armor and weapons in the corridor are useless and come from the remains of unfortunate adventurers. Moving through this corridor is difficult terrain. The age of the bones and equipment cannot be determined. Examining the pile of armor and weapons may alert the magmins in the room if the characters are not stealthy.

Three **magmins** are enjoying some good, old-fashioned bar-b-que in this chamber. They are grilling two fire snakes and a steam mephit. They are engrossed in their activity so the characters might surprise them; they have disadvantage on Wisdom (Perception) checks while so preoccupied. Should a battle break out here, as soon as one of the magmins is defeated, the remaining two flee to area 2 and hide in the firepits there.

The firepit is 10 feet deep. It can be easily avoided, but a creature falling into it takes 3 (1d6) bludgeoning damage and 7 (2d6) fire damage, and then 7 (2d6) fire damage at the start of each of its turns until it exits the pit. The fires of this pit are magical and can't be extinguished. At the bottom of the pit are numerous red-hot stones.

**Treasure.** At the bottom of the firepit, mixed in with the mundane stones, is a *stone of good luck*. It can only be located with a successful DC 19 Intelligence (Investigation) check. Note that using *detect magic* does not reveal the stone, as the flames radiate magic.

## AREA 5 – DEAD-END ROOM

The dark green walls in this room appear to have been created in a hurry as the corners are misshapen, and the surface of the walls is rough with sharp edges. A small, dented buckler leans against the northeast wall.

The shield is normal. With a successful DC 12 Intelligence (Investigation) check, 10 platinum coins can be found hidden inside the scorched leather strap.

## AREA 6 – RECTANGULAR ROOM

Two hallways lead into this room, each covered in a white, chalky substance. The shattered remains of two glass vials litter the ground. Unusual, curved markings etch the surface of all four walls.

The chalky substance is nothing more than a ground powder made from shells and used to mark a safe room by a previous adventurer. The shattered vials, however, were placed there by the harginn grues who lurk in area 9 to the south. Anyone entering the room and not making an effort to avoid the glass will alert the grues when the brittle glass crunches underfoot.

The curved markings on the walls are Aquan runes. The adventurer that inscribed them in Aquan did not want the Ignan-speaking residents of this Node to understand the clues. If none of the characters knows Aquan, each rune can be translated separately with a successful DC 15 Intelligence check. The north translates to “obsidian,” the east to “basalt,” the south to “pitchstone,” and the west to “quartz.” This is a clue to the statues and doors in area 16.

## AREA 7 – NORTHEAST FIREPITS

*Three firepits provide significant light to this large room. Each pit differs in shape and size with the central one being the largest of the three at 10 feet in diameter. The northernmost pit is 5 feet in diameter, and the southernmost pit is 2 feet in diameter. Three figures are visible, one standing in each of the firepits with their eyes closed.*

The firepits are 10 feet deep and lit with magical fire that can't be extinguished. The pits can be easily avoided, but a creature falling into one takes 3 (1d6) bludgeoning damage and 7 (2d6) fire damage, and then 7 (2d6) fire damage at the start of each of its turns until it exits the pit. The ceiling is 20 feet high.

There are seven **smoke mephits** currently bathing in the firepits. There are four in the 10-foot pit, two in the 5-foot pit, and one (the leader, named Ignitz) in the 2-foot pit. They appear to be hibernating. If disturbed, they attack and take flight to stay out of reach and use their Cinder Breath. If half or more are defeated, the others surrender. They are willing to trade information on the magical abilities of the firepits for safe passage away. Of course, they try to deceive the characters at first, but this duplicity can be discerned with a successful DC 15 Wisdom (Insight) check.

**Developments.** If the smoke mephits are defeated, the fires will continue to burn for 30 minutes and then extinguish. They may be re-lit using any source of magical fire and remain burning for 2 hours. Any creatures immune to fire may stand in the flames to heal at a rate of

11 (2d10) hit points per hour. In addition, if an already magical weapon is bathed in the fire for 10 minutes, the flames sheath the weapon's blade or head. For the next hour, this weapon inflicts an additional 1d6 fire damage. These magical properties of the fire can be discovered with 30 minutes of careful study and a successful DC 20 Intelligence (Arcana) check.

## AREA 8 – NORTH SQUARE ROOM

*The walls of this 30-foot-square room are dark green. Along the east wall is a smooth flowstone about 15 feet wide from the ceiling to the floor. It appears to be a petrified waterfall, composed of black stone. Scratched into the north and south walls are pictographs. The style of each set of pictographs is unique and appears to have been done by a different artist.*

The pictographs describe four (two per wall) unique stories of the origins of fire. Each has its style and point of view. A successful DC 15 Intelligence (Investigation) check of the pictographs reveals a miniature map of area 16 and provides knowledge of the proper order for the opening of the four doors in that room.

## AREA 9 – GREAT HALL

*Two diamond-shaped rooms overlap in this arched hallway with black, polished walls. The walls have blood-red mineral striations in swirling patterns. The ceiling is 25 feet overhead, but peaks even higher in the center. Four 10-foot-square firepits are centered on the floor, brightly illuminating the chamber with an eerie, hypnotic glow. A pair of bronze statues flank each firepit. Each is human-sized, wearing plate armor, and standing with arms folded on its chest.*

Each of the firepits is 20 feet deep and lit with magical fire that can't be extinguished. The pits can be easily avoided, but a creature falling into one takes 7 (2d6) bludgeoning damage and 7 (2d6) fire damage, and then 7 (2d6) fire damage at the start of each of its turns until it exits the pit. The fire has a strange, hypnotic effect when it bounces off the polished walls. All creatures that enter here must make a successful DC 13 Wisdom saving throw or be dazzled by the pattern. The effect dulls the senses. For the next hour, a creature that failed its save has disadvantage on all Intelligence, Wisdom, and Charisma skill checks and saving throws.

The bronze statues (eight of them) are **harginn grues** (see appendix C) utilizing their Shapechanger trait.

They only attack if the gems on the shelf are disturbed (see below). Otherwise, they spend a bonus action assuming the form of a bonfire, then hide in the pits, and then change back to statues to further confuse the characters. If they attack, they assume humanoid form and innately cast *blink* while making Fire Gout attacks. Note that their Fire Magic Dampening trait does not affect the firepits.

**Treasure.** There is a shelf along the eastern wall (where the two walls meet in a point) situated about 15 feet off the floor. It requires a successful DC 18 Wisdom (Perception) check to notice this shelf, although if a character gains elevation (such as by climbing, levitating, or flying), they have advantage on the check. On this shelf is a bronze bowl (15 gp) holding 34 smoky quartzes (100 gp each). A *detect magic* spell or a successful DC 17 Intelligence (Investigation) check discerns from the mundane gems that one is the smoky quartz *power gem* (see the *Orb of Golden Death* in appendix D), which when touched immediately sends anyone within 50 feet of it to the Air Node's arrival point (see chapter 14).

## AREA 10 – SOUTH SQUARE ROOM

The north, east, and south walls of this room are covered in an ancient script that has been etched into the stone walls. A pile of stone debris at the bottom of the south wall is all that remains of a portion of the script that has been destroyed.

The far wall is a shelf, 10 feet off the floor. Several large boulders are on the shelf.

Four mending cantrips are needed to repair the damage done to the ancient script. A successful DC 15 Intelligence (Arcana) check of the repaired pictographs reveals a description of the how to properly use the firepits in area 7 to enchant a weapon to deliver fire damage. If the damaged portion of the script is not repaired, the instructions remain incomplete.

The wall underneath the shelf is smooth and unmarred, requiring a successful DC 18 Strength (Athletics) check to climb. The boulders on the shelf are actually four resting **firetoads** (see appendix C). They ignore the characters unless disturbed—but if disturbed, they begin belching fireballs while seeking escape.

**Treasure.** One of the firetoads belches a rough-cut ruby (2,500 gp) during the combat. If not allowed to cool for



a few minutes, touching the ruby causes 1 fire damage.

## AREA 11 – RECTANGULAR ROOM

A lone altar stands near the south wall, and squat, flat stones, three to a side, hint at seats used during worship. On the altar rests a small, obsidian statue carved to represent the shape of flames.

The obsidian statue is one of four statues that are needed to access the sealed tomb in area 16. Each statue teleports 12 times per day to areas 13, 24, and 26, which are all similar worship rooms. If any statue is not brought to area 16 within 2 hours of being picked up, it teleports away and needs to be found again. If any creature touches the statue while it is on the altar, the target must make a successful DC 15 Wisdom saving throw or take 13 (3d8) psychic damage and refuse to touch the statue.

Anyone observing the statue for 2 hours or more notices the obsidian statue teleporting, replaced by the next statue in sequence. The statue sequence is obsidian, basalt, pitchstone, quartz.

## AREA 12 – CUBICLE

*This plain, stone room is 20 feet on a side. The walls are smooth but covered with numerous twinkling, red gemstones.*

There are 334 glowing gems on the walls. Each can be pried out with a sharp implement such as a blade or a crowbar. It requires 1 minute to pry one gem out, which is ruined unless a successful DC 13 Dexterity (Sleight of Hand) check is made.

This room is the entrance point for a single **efreeti** named Beb-al'abesh who moves back and forth between the Fire Node and the Elemental Plane of Fire via *plane shift* when he feels the desire to hunt and have some fun. Once he arrives, he needs to spend an entire day before he can innately cast *plane shift* again.

Beb has the variant genie power of Disguise (*MM*, p. 144), so he can also innately cast *true polymorph* once per day. He prefers to use this ability to assume the form of a fire elemental, but instead of attacking, he attempts to parley with the characters via pantomime. He tries to lead them to a dangerous encounter to gauge their power and assess their weaknesses. Using this information, he either attacks or ignores them and departs.

**Treasure.** Each intact gem is a red quartz (10 gp) that stops glowing when removed from the wall.

**Development.** There is a 10% chance per day that Beb will be in the Fire Node at any given time. He arrives in area 12 and then roams for a few hours seeking worthy opponents before retiring here to rest.

## AREA 13 – SIDE ROOM

*A lone altar stands near the south wall, and squat, flat stones, three to a side, hint at seats used during worship. On the altar rests a small, basalt statue carved to represent the shape of flames.*

The basalt statue is one of four statues that are needed to access the sealed tomb in area 16. Each statue teleports 12 times per day to areas 11, 24, and 26, which are all similar worship rooms. If any statue is not brought to area 16 within 2 hours of being picked up, it teleports away and needs to be found again. If any creature touches the statue while it is on the altar, the target must make a successful DC 15 Wisdom saving throw or take 13 (3d8) psychic damage and refuse to touch the statue.

Anyone observing the statue for 2 hours or more notices the basalt statue teleporting, replaced by the next statue in sequence. The statue sequence is obsidian, basalt, pitchstone, quartz.

## AREA 14 – SQUARE ROOM WITH DOOR

**DM Note:** The door to this chamber is unlocked and opens inward.

*The skeletal remains of a humanoid lean against the western wall. Two small rocks can be seen to the left of the skeleton. A ripped backpack has been tossed into the southeast corner of the room.*

A successful DC 13 Intelligence (Investigation) check reveals the skeleton to be that of an elf. The rocks have been shattered in such a way that each makes a small wedge that can be used to prevent the door from being opened. If used to wedge the door shut, any checks to open the door are made with disadvantage. Although it appears this small chamber would be ideal for resting, especially with the rocks being used to jam the door, it's far from safe.

This sealed room is full of deadly poisonous gas. The gas can only be detected with a successful DC 19 Wisdom (Survival) check. Any creature spending 1 minute in this room must make a successful DC 15 Constitution saving throw or suffer 17 (5d6) poison damage and gain the poisoned condition for 1 hour. If the saving throw is missed by 5 or more, the creature is also rendered unconscious. For each additional minute a creature stays in the room, another saving throw is required. If the door is held open to air out the room, the saving throws are made with advantage.

**Treasure.** The charred, leather backpack contains three torches, a hammer, four pitons, an empty wineskin, a potion of heroism, and a pouch with 11 pp.

## AREA 15 – EAST RHOMBUS

*A wave of heat and humidity washes over you as you approach this chamber. You stand on a ledge, overlooking a pool of steamy water, flames leaping from its surface! The ceiling, 20 feet overhead, spews a constant trickle of water in numerous locations. Bobbing in the water are several large rocks covered with many small pits. At the opposite end of the room is another ledge. Discarded on that ledge is a glowing longsword.*

Anyone entering this room wearing medium or heavier armor suffers one level of exhaustion every minute they remain. The water is near boiling and aflame. Merely touching the water causes 4 (1d8) fire damage from the boiling water and the flames on its surface. Full immersion causes 7 (2d6) fire damage. The water is 20 feet deep, with the bottom being tiled to afford some waterproofing. The water seeps in from the ceiling (its origin is the Water Node), and evaporation and seepage maintain the water level.

The bobbing rocks are pumice boulders. Fifteen of them drift about the pool. They are riddled with air-filled chambers, which grant buoyancy. Each can support 150 pounds of weight before sinking. Thus, these can be used to cross the chamber. Jumping from one pumice boulder to another requires a successful DC 14 Dexterity (Acrobatics) check. Failure indicates slipping off into the water. Once per minute, the flames on the surface erupt in a 10-foot-diameter burst. A creature in the area of effect must make a successful DC 15 Dexterity saving throw or suffer 10 (3d6) fire damage. If this occurs while a character is leaping to a boulder (at the DM's discretion), they have disadvantage on the Acrobatics check.

**Treasure.** The glowing sword is a *flame tongue* longsword, but it's stuck to the stone shelf with an application of *sovereign glue*. This can be discerned with a successful DC 15 Intelligence (Arcana) check. It can only be removed with *universal solvent*, *oil of ethereality*, or a *wish* spell.

## AREA 16 – CENTRAL ROOM

**DM Note:** The two outer doors to this crypt are sealed with silver in the door seams. This makes the door very difficult to force open, requiring a successful DC 20 Strength (Athletics) check. If the silver is pried out of the seams (a process that takes 15 minutes), the check is made with advantage.

*There are a series of four unique doors in this room: an obsidian door (northwest), a basalt door (northeast), a pitch-stone door (southeast), and a quartz door (southwest). The doors appear to be sealed, but there is no keyhole or lock. Otherwise, the room is completely empty.*

The inner doors are labeled on the map: "A" is obsidian, "B" is quartz, "C" is basalt, and "D" is pitchstone. These doors can't be opened unless touched by the appropri-



ate statue (found in areas 11, 13, 24, and 26). See those room descriptions for details on the teleporting nature of these statues. Note that the statues do not teleport out of this chamber. A creature trying to force one of these doors or cast a spell on it triggers a fire blast. The creature must make a DC 15 Dexterity saving throw, taking 11 (2d10) fire damage and becoming stunned for 1 minute on a failure, or half as much damage and no stunned condition on a successful one.

Doors A and C lead to a 20-foot corridor that connects them. There is a skillfully hidden secret door on the south wall, requiring a successful DC 21 Wisdom (Perception) check to locate. If located, it glows softly with religious runes. The door can only be opened if a character channels divine energy into the portal (i.e., one use of Channel Divinity).

Doors B and D lead to a 20-foot-square crypt. Continue if the characters explore here:

*With the seal broken, the open door reveals a dark chamber with stale air. In the center of the room is a circular pit about 10 feet in diameter and full of charred bones.*

The pit is only 5 feet deep. All the bones inside are charred and once belonged to numerous humanoids.

Among the bones in the pit is a charred bone naga named Xenthermia. The former spirit naga was disloyal and burned alive as a sacrifice in a Fire Elemental ceremony in the Temple, and then interred here to become a loyal servant. She unleashes her hatred with a spell assault on the characters. If reduced to 10 hit points or fewer and she sees an opportunity to flee through an exit, she does so. Otherwise, she fights until destroyed.

Xenthermia has the statistics of a **bone naga** with the following changes:

- She has AC 17 (natural armor from charred bones).
- She has resistance to fire damage.
- She has an alternate spell list (see below).

**Spellcasting:** She has the following wizard spells prepared:

- Cantrips (at will): *blade ward, fire bolt, poison spray*
- 1st level (4 slots): *burning hands, protection from evil and good*
- 2nd level (3 slots): *blur, flaming sphere*
- 3rd level (2 slots): *fireball*

**Treasure.** Among the charred bones in the pit are the following valuable items: a chunk of amber with a grain shaft, a clutch of berries, a tiny fish, and a worm embedded in it (550 gp); a *staff of the python*; and an electrum flask set with rubies (400 gp) holding *universal solvent*.

**Development.** If the characters entered through the secret door, the use of Channel Divinity weakens Xenthermia as follows: she loses one spell slot per level and has disadvantage on all attack rolls.

## AREA 17 – SIDE ROOM WITH DOOR

**DM Note:** The door to this room is locked from the inside. It requires thieves' tools and a successful DC 15 Dexterity check to pick the lock. If the door is unlocked, read the following text aloud:

*A shuffling sound can be heard from the southeast corner where lie the remains of an overturned, metal pull cart. A discarded metal spear is next to the cart.*

The cart radiates intense heat. Touching it without protection causes 3 (1d6) fire damage. Disturbing the pull cart reveals a sleeping **salamander**. This fellow snuck away from his cohorts in area 20 to get some rest. His spear is nearby, but it takes an action to recover. He uses his tail

to attack instead, but if the characters speak Ignan, he is willing to parley first. He is a coward and would prefer to avoid all confrontations. Most of the other salamanders that inhabited the Fire Node were destroyed by the efreeti (see area 12) or wandering bands of adventurers.

**Development.** The salamander is willing to make a bargain with the characters. In exchange for a truce between the characters and his allies, he offers to trade them several of the valuable rubies hidden in area 20.

## AREA 18 – SOUTHEAST FIREPITS

*The ceiling here is arched, a full 30 feet high. This long hall is 30 feet wide and 80 feet long. Three firepits of equal size span this rectangular room. Each firepit is lit, illuminating the hall. The north and south walls are covered with murals depicting fiery, cataclysmic events ravaging a city, a village, a forest, and dwarven halls.*

*In the southeast corner of the hall sits a proud, draconic creature with crimson scales. It appears to be awaiting your arrival.*

The pits are 10 feet deep and lit with magical flame that can't be extinguished. The pits can be easily avoided, but should a creature fall into one, it suffers 3 (1d6) bludgeoning damage and 4 (1d8) fire damage, and then 4 (1d8) fire damage at the start of each of its turns until it exits the pit. A pair of **magma mephits** hide in the flames of each pit. They serve the red dragon, running errands or collecting food for her. The mephits remain hidden unless commanded.

Sithbik, a female **young red dragon**, is currently feuding with her mate, Mazniel (see area 2). The argument between Sithbik and Mazniel has been going on for 10 years; Sithbik is awaiting an apology for a forgotten slight and will listen to anyone who brings forth word of an apology. She only attacks if offended or if the characters don't pay her proper respect. She is willing to participate in a dialogue between herself and Mazniel if she determines the characters make suitable messengers. If the characters agree to act as messengers, they are sent back and forth between the two dragons to settle their dispute. For their efforts, Sithbik bestows upon them a single item from her modest treasure hoard.

If the characters refuse to help Sithbik, she commands the magma mephits to attack, and she uses her breath weapon with fury. Sithbik has this additional trait:

**Innate Spellcasting:** Sithbik's innate spellcasting abili-

ty is Charisma (spell save DC 16). She can innately cast the following spells, requiring no material components:

- 1/day each: *dispel magic, mirror image, shield, slow*

**Treasure.** Sithbik has only accumulated a moderate amount of treasure since her exclusion from her mate. A small amount is at the bottom of each pit:

**West Pit:** A pile of coins consisting of 2,331 sp and 993 gp.

**Center Pit:** An electrum-framed silver mirror set with rubies (worth 4,000 gp, but fragile) and 27 loose gems including 12 pieces of onyx (50 gp each), 10 star rose quartzes (50 gp each), four star rubies (1,000 gp each), and a majestic ruby (5,000 gp).

**East Pit:** A *ring of warmth*, a +2 shortsword, *bracers of defense*, and a *rod of cancellation*.

**Developments.** A careful observer notices that the shape of the firepits corresponds to the shape of the Air Node glyph in area 3. This can be discerned with a successful DC 15 Intelligence (Investigation) check. If earth from area 19 or water from area 15, 22, or 30, respectively, is poured into any one of the firepits here, the flames are quenched. If all three pits are extinguished, the Air Node glyph in area 3 is disabled for 24 hours. After this period, the pits reignite, and the glyph can be used again.

## AREA 19 – TRIANGULAR ROOM

*The floor is covered by a thin layer of organic soil with a strong, earthy smell, although the air has a slight floral scent as well.*

The soil is normal, about 6 inches deep. Hidden under the soil, as indicated on the map, is a triangular glyph approximately 10 feet on a side. The glyph is a gate to the Earth Node. Anyone standing atop it is transported to area 1 in the Earth Node (see chapter 15), as described in chapter 13.

## AREA 20 – SOUTHWEST FIREPITS

*The heat and humidity in this chamber are stifling. The source becomes obvious as a spout of steam hisses from a crevasse in the north wall. Two firepits of equal size span this rectangular room. Five small, winged humanoids tend to the firepits, each carrying a scorched, metal pole with a crescent head.*

As indicated by the dashed lines on the map, there are

four steam vents in this hall. Every round, there is a 20% chance one of these (determine randomly with a 1d4 roll) erupts. The steam is a 20-foot line extending from the wall. Each creature in the area of effect must make a successful DC 15 Dexterity saving throw or suffer 18 (4d8) fire damage from the scalding steam.

Each of the pits is 10 feet deep and lit with magical flame that can't be extinguished. The pits can be easily avoided, but should a creature fall into one, it suffers 3 (1d6) bludgeoning damage and 4 (1d8) fire damage, and then 4 (1d8) fire damage at the start of each of its turns until it exits the pit. Each pit holds 2d4 **fire snakes**, and the humanoids tending to the pits are **steam mephits**. They are quite busy keeping the fire snakes in the pits with the 6-foot-long poles and have no interest in the characters.

This hall is a fire snake hatchery, maintained by the last **salamanders** that inhabit the Fire Node. There are only three remaining. Two of these can be encountered in the halls of the Node, looking for escaped fire snakes to capture and return here (see "Wandering Monsters," above). There is a 10% chance they return while the characters are here. The last salamander is supposed to be here overseeing the mephits (who are doing a poor job), but he is sleeping in area 17.

**Treasure.** The salamanders have hidden a cache of gems under a loose flagstone along the west wall (underneath a steam vent, which surely erupts while the characters are searching). The flagstone can be located with a successful DC 17 Wisdom (Perception) check due to scrapes on the edges. There are six rubies (1,000 gp each) held in a sack made of red dragon hide (350 gp).

**Developments.** A careful observer with a successful DC 15 Intelligence (Investigation) check notices that the shape of the firepits corresponds to the shape of the Water Node glyph in area 30. If a handful of earth is taken from area 19 and dumped into both firepits here, the Water Node glyph in area 30 is disabled for 24 hours. This upsets the salamanders and the mephits, causing them to attack.

## AREA 21 – SIDE ROOM

*The door to this room is unlocked, and the 20-foot-square room is empty*

As with areas 14 and 17, the door can be blocked from opening from the inside by wedging an object beneath

it. Unlike area 14, there is no poison gas here. This can provide a place to rest and shelter from wandering monsters.

## AREA 22 – WEST RHOMBUS

*A wave of heat and humidity washes over you as you approach this chamber. You stand on a ledge, overlooking a pool of steamy water. The ceiling, 20 feet overhead, spews a constant trickle of water in numerous locations. Bobbing in the water are several large rocks covered with many small pits. At the opposite end of the room is another ledge. Discarded on that ledge is a glowing mace.*

Anyone entering this room wearing medium or heavier armor suffers one level of exhaustion every minute they remain. The water is nearly boiling, and touching it causes 1 fire damage. Full immersion causes 7 (2d6) fire damage. The water is 20 feet deep, with the bottom being tiled to afford some waterproofing. The water seeps in from the ceiling (its origin is the Water Node), and evaporation and seepage maintain the water level.

The bobbing rocks are pumice boulders. Fifteen of them drift about the pool. They are riddled with air-filled chambers, which grant buoyancy. Each can support 150 pounds of weight before sinking. Thus, these can be used to cross the chamber. Jumping from one pumice boulder to another requires a successful DC 14 Dexterity (Acrobatics) check. Failure indicates slipping off into the water.

Four **steam mephits** inhabit this chamber. They enjoy frolicking in the superheated water, and when they hear creatures approaching, they dive underwater to hide. If the characters attempt to use the pumice boulders to jump over to the ledge, the steam mephits use actions to tip them. A character balancing on a pumice boulder that is being tipped needs to succeed on a DC 14 Dexterity saving throw or be dumped into the water. If the characters catch on to the mischievous mephits, they exit the water, use their Steam Breath, and then retreat via flight to area 20.

**Treasure.** The glowing mace has a silvered head but is a mundane weapon with a *continual flame* spell cast on it.

## AREA 23 – SIDE ROOM

*The door to this room is unlocked. A small campfire, long extinguished, sits in the northeast corner of the room.*

Anyone sifting through the ash and debris of the camp-

fire must make a successful DC 12 Constitution save or take 3 (1d6) poison damage. The ash has a substantial amount of blue mold mixed in.

**Developments.** A successful DC 12 Intelligence (Nature) check determines the mold can be made into a poultice that is sufficient to cover two bladed weapons. In addition to normal damage, the weapons now deliver 5 (1d10) poison damage if the target fails a DC 12 Constitution saving throw. The poison remains on the weapons for two successful attacks.

## AREA 24 – LARGE ROOM

*A lone altar stands near the south wall, and squat, flat stones, three to a side, hint at seats used during worship. On the altar rests a small, pitchstone statue carved to represent the shape of flames.*

The pitchstone statue is one of four statues that are needed to access the sealed tomb in area 16. Each statue teleports 12 times per day to areas 11, 13, and 26, which are all similar worship rooms. If any statue is not brought to area 16 within 2 hours of being picked up, it teleports away and needs to be found again. If any creature touches the statue while it is on the altar, the target must make a successful DC 15 Wisdom saving throw or take 13 (3d8) psychic damage and refuse to touch the statue.

Anyone observing the statue for 2 hours or more notices the pitchstone statue teleporting, replaced by the next statue in sequence. The statue sequence is obsidian, basalt, pitchstone, quartz.

## AREA 25 – CUBICLE

*This room is empty. The heat in this room is greater than in other areas, and the air shimmers along the southern wall.*

For every 10 minutes a character wearing medium or heavier armor spends in this chamber, they suffer one level of exhaustion. The intense heat emits from a crack in the south wall. Anyone examining the wall—such as by inserting a weapon or other probe—is at risk of disturbing and enlarging the fragile crack (DM's discretion). If the crack widens, all creatures within 10 feet must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) fire damage from a blast of molten air hitting them.

The crack is the hiding place of a **bodak** (see appendix C) named Wiv-shari. He was once a powerful warlock

allied with the demonic revolt against Iuz. The uprising did not go well, and his lifeless husk was discarded to the Fire Pits. There is a 20% chance the bodak is resting inside the wall; otherwise, the bodak wanders the halls of the Fire Pits, typically between areas 26, 29, and 30.

**Developments.** Wiv-shari sometimes allies with Darley, the cambion (see “Wandering NPCs” in chapter 13). If she is on this Node, she is likely encountered here with the bodak.

## AREA 26 – LARGE ROOM

*A lone altar stands near the south wall, and squat, flat stones, three to a side, hint at seats used during worship. On the altar rests a small, quartz statue carved to represent the shape of flames. There is a barred door in the southwest wall.*

The quartz statue is one of four statues that are needed to access the sealed tomb in area 16. Each statue teleports 12 times per day to areas 11, 13, and 24, which are all similar worship rooms. If any statue is not brought to area 16 within 2 hours of being picked up, it teleports away and needs to be found again. If any creature touches the statue while it is on the altar, the target must make a successful DC 15 Wisdom saving throw or take 13 (3d8) psychic damage and refuse to touch the statue.

Anyone observing the statue for 2 hours or more notices the quartz statue teleporting, replaced by the next statue in sequence. The statue sequence is obsidian, basalt, pitchstone, quartz.

## AREA 27 – SIDE ROOM

*The door to this room is barred from the outside with several wedge-shaped pieces of rock jammed into the seams.*

The door can be unjammed with a bit of effort. Although stuck, the door can then be opened. Inside are two **magmins**. These two unfortunates were part of a practical joke engineered by the other magmins in area 2 and have been locked inside this room for days. Assuming their cohorts are opening the door, they attack with ferocity.

## AREA 28 – SIDE ROOM

*The door to this room is unlocked. The room appears to have been used for disposal; stone, wood, and various pieces of iron scatter the floor, along with bone, fragments*

*of scorched leather and cloth, and a collection of rusted weaponry. A hissing sound can be heard coming from the southeast corner of the room.*

A search of the room will reveal two shortswords that are in good condition as well as a suit of chain mail that is sized to fit a dwarf. The remainder of the debris is worthless.

A nest of three **fire snakes** hides in the southeast corner among a pile of rocks. Anyone who disturbs the rocks incites the fire snakes to attack.

**Developments.** If the fire snakes are returned to the salamanders that roam the halls and dwell in area 20, the salamanders’ attitude shifts to friendly.

## AREA 29 – SOUTH CIRCLE ROOM

*The circular wall contains a continuous string of text in a familiar language that starts at the top and winds around the room until ending in the southern wall curve. When the text reaches the hallway, it drops and snakes back in the opposite direction. Hovering in the center of the room is a glowing ball of fire, perhaps 3 feet in diameter.*

The text is in a corrupted form of Elvish, but anyone fluent in Elvish will be able to decipher it. It is the sad tale of a trapped adventurer who found her way into the Fire Node but was unable to locate an escape. A successful DC 18 Wisdom (Insight) check reveals that the text is mostly gibberish, written by an unstable mind.

The glowing ball of fire is a *delayed blast fireball* that never detonated. It has been here for years. A creature touching it must make a DC 15 Dexterity saving throw. Failure indicates it explodes in a 20-foot-radius sphere for 42 (12d6) fire damage. A successful save means the target can harmlessly pick up the ball and throw it up to 40 feet. Once it hits something hard (or the target holds it for 1 minute), it explodes. A *dispel magic* spell can snuff out the fireball with a successful DC 17 spellcasting ability check; failure indicates it explodes as detailed above.

## AREA 30 – HALL

*Four hallways, two from the north and two from the south, lead into this long hall, and the rocky, uneven floor of this room is covered in pools of steaming water. A larger chamber expands to the west and reveals a 10-foot-diameter glyph on the floor. The glyph continually produces a stream of water that runs down the slightly angled room to fill the various puddles.*



The smooth floor is angled downward from the west to east. The total change in elevation is about 3 feet. The water collects in odd puddles a few inches deep, and although hot, does not cause damage. It eventually evaporates or seeps into the east wall, which seems to be made of pumice. The water is pure and can be used as drinking water by the party once it cools.

The glyph is a gate to the Water Node. The water bubbles up from the glyph's edges. Anyone standing atop it is transported to area 1 in the Water Node (see chapter 17), as described in chapter 13.

## AREA 31 – NORTH CIRCLE ROOM

**DM Note:** At the four-way intersection between areas 30 (to the south), 31 (to the west), and 34 (to the north) is a *glyph of warding* (as indicated on the map). The glyph can be spotted with a successful DC 14 Intelligence (Investigation) check. If triggered, it releases an *alarm* spell that notifies the occupants of areas 31 and 34.

*The walls of this circular room are bare and scorched with great heat. Opposite the entrance is a massive throne carved into the back wall. Slouched in the throne is an overweight, giant humanoid with blazing-orange hair and*

*a messy beard. His feet rest on a bloated toad with crimson blotches. There is a black, iron greatsword at the foot of the throne.*

This is the throne room of the self-proclaimed ruler of the Fire Pits: the slovenly, lazy **fire giant** Firenz. He is one of the fire giant gang in area 34, but he despises their juvenile games and prefers to be a loner. His footrest is a firetoad named "Spot," his close pet. Spot is a **firetoad** (see appendix C) with the following changes:

- Its size is Large.
- It has 39 (6d10 + 6) hit points.
- Its Fireball Belch does 21 (6d6) fire damage.

Firenz demands the characters bow down and grovel before his true might. If they refuse, he threatens them with destruction. If combat ensues, he grabs his greatsword and feebly attacks, not being very accomplished at swordplay (he has disadvantage on attack rolls). There are no boulders in this chamber for tossing. A swift kick (which counts as one of his attacks for the round) encourages Spot to use its Fireball Belch. If reduced to 100 hit points or fewer, he surrenders and is willing to trade information for his life.

**Treasure.** Firenz carries a *+1 shortsword* which he uses as a dagger if needed (+12 to hit, 17 [3d6 + 7] piercing damage).

## AREA 32 – SIDE ROOM

*The door to this room is unlocked, and the room is empty.*

As with areas 14, 17, and 21, the door can be blocked from opening from the inside by wedging an object beneath it. This can provide a place to rest and shelter from wandering monsters.

## AREA 33 – LARGE HALL

*The domed ceiling of this room is at least 50 feet overhead, and is covered with dozens of stalactites, some larger than a human. The floor is pitted stone and flickers with flames.*

For every 10 minutes a character in medium or heavier armor spends in this chamber, they suffer one level of exhaustion. The intense heat emits from the pumice floor. Walking on the floor is considered difficult terrain if one wants to avoid the fires. The flames can be avoided with a successful DC 13 Dexterity saving throw. Failure indicates 7 (2d6) fire damage.



Roosting on the ceiling are 12 **fire bats** (see appendix C). If more than three creatures enter this room without making a successful DC 15 Dexterity (Stealth) check, they disturb the fire bats. When disturbed, the fire bats attack any creature in the room or within 20 feet of it for 1d4 rounds before flying away to other areas of the Fire Node.

**Development.** The fire bats return to this chamber in 1 hour and attack anyone who remains in the room.

## AREA 34 – LARGE CORRIDOR

*The corridor terminates at the far end of a 20-foot-wide hall that extends to the north for about 100 feet. Six broken, inverted stalactites are resting near the wall by the entrance. The ceiling is arched at 25 feet high. The glistening floor is polished, glass-like, black volcanic rock. At the end of the room, a round alcove with a pedestal can be seen. Several nearly 20-foot-tall, barbaric humanoids in blackened armor lounge at the far end of the hall.*

The entire floor is smooth and coated with a thin layer of oil. The floor is considered difficult terrain, and a creature moving more than 5 feet here on its turn must make a successful DC 13 Dexterity (Acrobatics) check

or fall prone after moving 5 feet.

The humanoids at the far end of the hall are a gang of five juvenile **fire giants** on “holiday” at the Fire Pits. They discovered this chamber and the nearby stalactites (from area 33) and developed a crude game of bowling. They are fond of rolling boulders from area 35 to the stalactite “pins” lined along the south wall. They use charcoal to keep score on the west wall.

When the characters arrive at the southern end of the hall, the lounging giants grab boulders and roll them at moving targets (the characters!) with rowdy hoots, colorful metaphors, and guffaws. A fire giant has advantage on an attack roll to hit a prone target. The boulders are not as lethal when rolled, causing 18 (2d10 + 7) bludgeoning damage on a hit. These immature brutes are just having some fun with the puny adventurers. If the characters make it to the end of the hallway, they are greeted with cheers and utter respect. They are invited to enjoy a meal together, and any character particularly crafty or adept at avoiding the boulders is awarded the ruby in area 35 as a trophy. If the characters don’t play along and respond with lethal force, the fire giants grab their greatswords and begin hurling the boulders!

## AREA 35 – OVAL ROOM

Flanking the open entrance to this alcove are two piles of rounded boulders. Resting on a pedestal in the center of this circular room is a fist-sized, rough-cut ruby that softly glows. The altar has been chiseled out of the stone itself.

The fire giant gang encountered in area 34 has a makeshift lair here. Several knapsacks of mundane, giant-sized personal effects are piled to the west. Several haunches of dried (scorched, actually) meat hang from iron hooks along the east wall. Below these is a fire-hardened cask, half-filled with 20 gallons of oil. Stacked at the threshold to this area to the left and right are piles of smooth throwing (or rolling) boulders. Each pile has 20 boulders.

**Treasure.** The ruby is worth 10,000 gp, but once removed from the Fire Node, stops glowing.

## AREA 36 – ABANDONED TEMPLE

**DM Note:** The diagonal corridor leading into this room is partially collapsed; stone from the ceiling has fallen and blocks entry. It takes 30 minutes to clear the rubble. Doing so is a noisy process so double the chances for a wandering monster.

If persistent characters enter, continue:

*Two northern corridors lead to this rectangular chamber with a 20-foot-high, smooth ceiling. The floor and walls are scorched black and covered with soot. Hundreds of tiny, fiery orange motes hang in the stale air, drifting about.*

*Centered on the north wall is a dais with three steps. Centered on the dais is an oval altar of black, polished stone.*

The motes floating around the chamber shed dim light and are warm to the touch, but otherwise, seem harmless.

Murals cover the west and east walls, depicting victories of the Fire Elemental followers. These all depict fiery death and destruction, typically raining down from the sky. However, these murals are covered with soot and only discovered with a successful DC 15 Intelligence (Investigation) check.

The altar is solid obsidian and radiates faint evil. There is a secret compartment at the base of the altar. It can be discovered with a successful DC 20 Wisdom (Perception) check. The compartment is trapped. Unless a *dispel evil and good* spell is cast before it's opened, the motes of energy floating around the chamber turn into an *incendiary cloud* that affects the entire room for 1 minute. Any creatures in the room must make a DC 16 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

**Treasure.** Inside the altar compartment are the following items: a bronze dagger with its blade shaped like flames (125 gp), a bronze offering plate (250 gp), a bronze chalice studded with rubies (3,000 gp), and three spell scrolls of *flame strike* in a bone scroll tube wrapped with white dragon hide (400 gp).

## CHAPTER SEVENTEEN

# The Water Node

### GENERAL FEATURES

The Water Node within the Temple of Elemental Evil (often referred to as the Water Maze by the inhabitants) is depicted on map 30. Note that the scale of this map is 1 square = 50 feet. It is a great, indoor ocean, a magical place suitable to both saltwater and freshwater creatures. From the central pool, one might imagine the place to be a tropical atoll; but danger lurks just below the surface.

**Entrance.** Newcomers to the Water Node land in a central pool area with an unceremonious splash (area 1). The water here is warm and only 10 feet deep, although those wearing heavy armor sink like a stone and might require assistance. This area is protected from most of the sea dwellers by a coral reef. Some few small scavengers might be lurking therein, but they probably avoid a group of nervous humanoids splashing about.

**Construction.** The cavern roof is far overhead, typically 100 to 150 feet from the water's surface. However, it is often cloaked in a thin mist. The roof is moist and covered with stalactites, most about 5 to 10 feet long, but a few reaching 20 feet or more.

**Air.** The air is changeable, once a lilting, warm breeze and then suddenly a chilling draft. Swirling eddies in both the water and the air produce sudden changes in the waves at any time. Mists rise from the water, adding an air of mystery and suspense to the visually peaceful setting—but it is these oddly tinted mists that poison

the very air, causing environmental damage to the unprotected. Winds are generally light and variable with respect to direction. Occasionally, a sustained stiff wind (20-30 mph gusts) kicks up, churning the water's surface.

**Temperature.** The air temperature throughout the Water Maze varies depending on location. Along the northern edge, it's downright cold with a relatively constant 30 degrees F, although the water is warmer due to undercurrents and eddies. In the northeast corner, small icebergs bob in the water. In the middle sections of the map, the climate is somewhat tropical with air temperatures around 80 degrees F and thick humidity in the air. The southern part of the Node is temperate with air temperatures of 60 degrees F and lighter winds.

**Water Depth.** The depth of the water varies widely, as indicated by the contours on the map, but averages about 50 feet. The dozens of craggy islets and rocky outcrops reach 10 to 80 feet above the water's surface. Water clarity is typically good, equivalent to dim light in the upper 20 feet, but darkness below that. The bottom substrate is sandy unless otherwise noted.

**Visibility.** The ceiling of the great cavern casts a constant glow like soft moonlight. Treat this as dim light.

**Wandering Monsters.** The first time the characters enter a Node area that isn't otherwise occupied, check for a random encounter. When resting, check for a random encounter once per short rest and three times per long

### SUB-TABLE W2: WATER NODE RESIDENTS

D8	Encounter	# App	XP	Source	Notes
1	Water elementals	Varies	Varies	Varies	See description
2	Swarms of floating eyes	1d3	50	Appendix C	See description
3	Water weirds	1d2	700	MM, p. 299	See description
4	Vodyanoi	1d2	1,100	Appendix C	
5	Kopoacinth	1d4 + 2	450	MM, p. 140	Modified <b>gargoyles</b>
6	Lacedons	3d4	200	MM, p. 148	Modified <b>ghouls</b>
7	Sharks	Varies	Varies	Varies	See description
8	Dragon turtle	1	18,000	MM, p. 119	

rest. To determine what the characters encounter, the Dungeon Master should roll 1d8 for the type of monster encountered or choose one from Sub-table W2. Many of these creatures are limited in number; the DM should track any that are defeated.

## DRAGON TURTLE

Two of these massive, draconic creatures roam the Water Node, each self-proclaiming to be its master. In reality, they spend most of their time slumbering, only waking every few months to gorge on available prey. There is an equal chance to encounter each **dragon turtle** (see area 9 and area 19 for additional details on Latimeria and Mawacaur, respectively). A typical encounter (75% chance) is with a slumbering form adrift in the open water, pushed up against extruding rocks or buried in the bottom substrate. The other 25% of the time, the creature is actively feeding.

## KOPOACINTH

These aquatic gargoyles are marauding scavengers, likely to attack any new creatures just as a pastime. Otherwise, they are found perched on rocky ledges or outcroppings utilizing their False Appearance trait. Their stony hides are covered with slimy, algal growth in various shades of green. They are slow to unite in defense if threatened, often employing random attacks or inconsistent retreats only to return a few rounds later to renew their attack.

A kopoacinth uses the statistics of a **gargoyle**, with the following changes:

- It has a walking speed of 30 feet, a flying speed of 50 feet, and a swimming speed of 40 feet.
- It can speak Aquan and Terran.

## LACEDONS

Several gangs of lacedons (aquatic **ghouls** with a swimming speed of 30 feet) tirelessly swim the Water Node seeking to scavenge scraps from other residents. They have webbed hands and feet, to facilitate movement through the water, and scaly hides. They attack on sight, and fight until destroyed. A total of 14 lacedons stalk the Water Node.

## SHARKS

Numerous packs of sharks cruise the waters of the Water Node, although they tend to avoid the chilly waters

in the northeast corner. Roll 2d6 and use the table below to determine what type of shark and how many are encountered. **Goblin sharks** (see appendix C) are typically encountered near the bottom of the deeper waters of the Node. If this result is obtained near the surface, consider rerolling or select a different shark species. All sharks encountered are aggressive and attack. Assuming a target is wounded and blood is shed into the water, the sharks attack relentlessly until defeated. However, the use of flashy magic is 50% likely to cause them to disperse and flee.

D6	Encounter	# App	XP	Source	Notes
2-3	Goblin sharks	3d6	50	Appendix C	
4-8	Bull sharks	3d4	100	MM, p. 336	As reef shark
9-11	Tiger sharks	1d4	450	MM, p. 330	As hunter shark
12	Great white shark	1	1,800	MM, p. 328	As giant shark

## SWARMS OF FLOATING EYES

**Swarms of floating eyes** (see appendix C) are non-aggressive fish common in the waters of the Water Node. They have translucent bodies, but very conspicuous eyes which can be downright hypnotic. And, therein lies the danger with these swarms, as other predators often (60% chance) lurk nearby eagerly attacking hypnotized prey. The floating eyes are then content to feed on the scraps. Roll 1d6 and consult the table below to determine what predator is shadowing these particular swarms.

D6	Encounter	# App	XP	Source	Notes
1-3	Sharks	Varies	Varies	Varies	See "Sharks" above
4-5	Giant quippers	2d6 + 2	50	Appendix C	
6	Lacedons	3d4	200	MM, p. 148	See "Lacedons" above

## VODYANOI

A pair of **vodyanoi** (see appendix C), relatives of the terrestrial umber hulk, wander the bottom in search of prey. If the characters are swimming in the water column or at the surface, ignore this result and roll again.

These creatures have no true lairs and wander in search of food most of the time. They attack potential prey on sight, utilizing their ability to summon **swarms of electric eels** (see appendix C) to even the odds with fast-moving prey. They are aware of the koalinh and merrow lairs (areas 14 and 16, respectively), and in their somewhat dimwitted way, are trying either to form an alliance with one of these groups or assume control over them.

## WATER ELEMENTALS

Water elementals have been summoned to the Water Node and are now trapped. They have no lairs, and thus can be found nearly anywhere. When encountered, there is a 60% chance for  $1d6 + 1$  **minor water elementals** (see appendix C) or a 40% chance for  $1d2$  **water elementals**. There are only six water elementals and 15 minor water elementals trapped on this Node.

## WATER WEIRDS

Two **water weirds** inhabit the Water Node and have become tainted by the evil of the place (both are neutral evil). Since they are invisible when immersed in water, they are dangerous foes. It is 75% likely that one of the weirds has gotten control of one of the Node's **water elementals** (see below), forcing it to attack on sight. If so, the other weird will be lurking nearby. The elemental is aware of the control but nearly powerless to resist, and is eager to find allies who can help, pleading in Aquan.

The corruption of the Node has given each water weird here the following new action:

**Control Elemental (2/Day):** The water weird can use an action to attempt to exert control over a water elemental within 60 feet of it that it can see. The effect mirrors that of a *dominate monster* spell, with a save DC of 12 and a duration of 1 hour. The water weird can use a bonus action on its turn to end the effect. While it is under control, damage inflicted on the water elemental is evenly divided between it and the water weird. If reduced to 15 hit points or fewer, the water weird releases control and flees. The water weird can control only one water elemental at a time.

## SCALING THE ENCOUNTERS

The encounters presented in the Water Node were designed for five to eight 6th- or 7th-level characters. For

this conversion, they are presented as they occurred in the original text. Most parties of fifth edition characters range in size from four to six, and most will be all 5th- or 6th-level, assuming they proceeded to the Nodes soon after exploring the Temple's dungeon levels. Thus, the DM might want to adjust the challenge of several of the tougher encounters to bring them in line with modern standards. These include:

**Area 4.** Replace the frost salamander with two **ice lizards** (see appendix C).

**Area 6.** Remove two of the frost giants and have two out patrolling or swimming when the encounter occurs.

**Area 9.** The dragon turtle is a deadly encounter. Be sure to give the characters a chance to parley or to have an ally (the storm giant or the koalinh) during a conflict.

**Area 14.** The koalinh tribe could easily overrun the characters. Make sure they get a chance to parley or have an ally should a confrontation occur here.

**Area 15.** The ixitzachitl seek to avoid the characters and any conflict, but the full tribe (plus random goblin sharks) could overwhelm the characters. Consider removing half the ixitzachitl, having them attack in waves, and/or having them flee a well-armed group.

**Area 16.** Remove three of the merrow.

**Area 19.** The dragon turtle is a deadly encounter. Be sure to give the characters a chance to parley or to have an ally (the storm giant or the koalinh) during a conflict.

## KEY TO THE WATER NODE (MAP 30)

### AREA 1 – CENTER POND

**DM Note:** This is the Node's arrival point.

*With a faint sizzle and then an ear-popping clap, you appear in mid-air before free falling a short distance into warm water. You appear to be in a calm pool, and under the surface of the water, you can see a vibrant array of fanciful coral outcroppings. The nooks and crannies of the coral reef are occupied by a myriad of equally colorful fish and other creatures, some of which dart in and out the rocky labyrinth.*

A coral ridge surrounds this area, fencing a pool measuring about 300 feet wide by 450 feet long. The water



here is only 10 feet deep, and typically, large predators avoid this area. Within the area are several rock and coral outcroppings, jutting 10 to 30 feet above the surface of the water.

**Development.** If the characters spend too much time here, trigger a wandering monster attack to give them a subtle hint to move on.

## AREA 2 – NORTH SEA

*This expanse of the sea is buffeted by stiff, biting winds and a slight chop on the water. A few scattered, rocky outcroppings jut out above the rolling waves, but they appear barren and unwelcoming.*

Although not as cold as the northeast sea (area 5), this sea is nonetheless usually avoided by Node residents that prefer warmer climates. If a wandering encounter

is indicated here, there is a 50% chance it does not occur.

The rocky outcroppings are slick with moisture and unseen ice. Climbing on one of these requires a successful DC 15 Strength (Athletics) check. They extend on average 20 feet above the water's surface.

The water is quite deep here, easily reaching 80 feet.

**Development.** At the DM's discretion, an **ice mephit** from area 3 might be perched on a rocky outcropping.

## AREA 3 – SHELF

*Jutting above the frigid water is a natural shelf. The shelf slopes from the water's edge, extending to about 10 feet above the water against the northern wall. Several oddly shaped shards of ice adorn the otherwise smooth rock surface of the ledge here and there.*

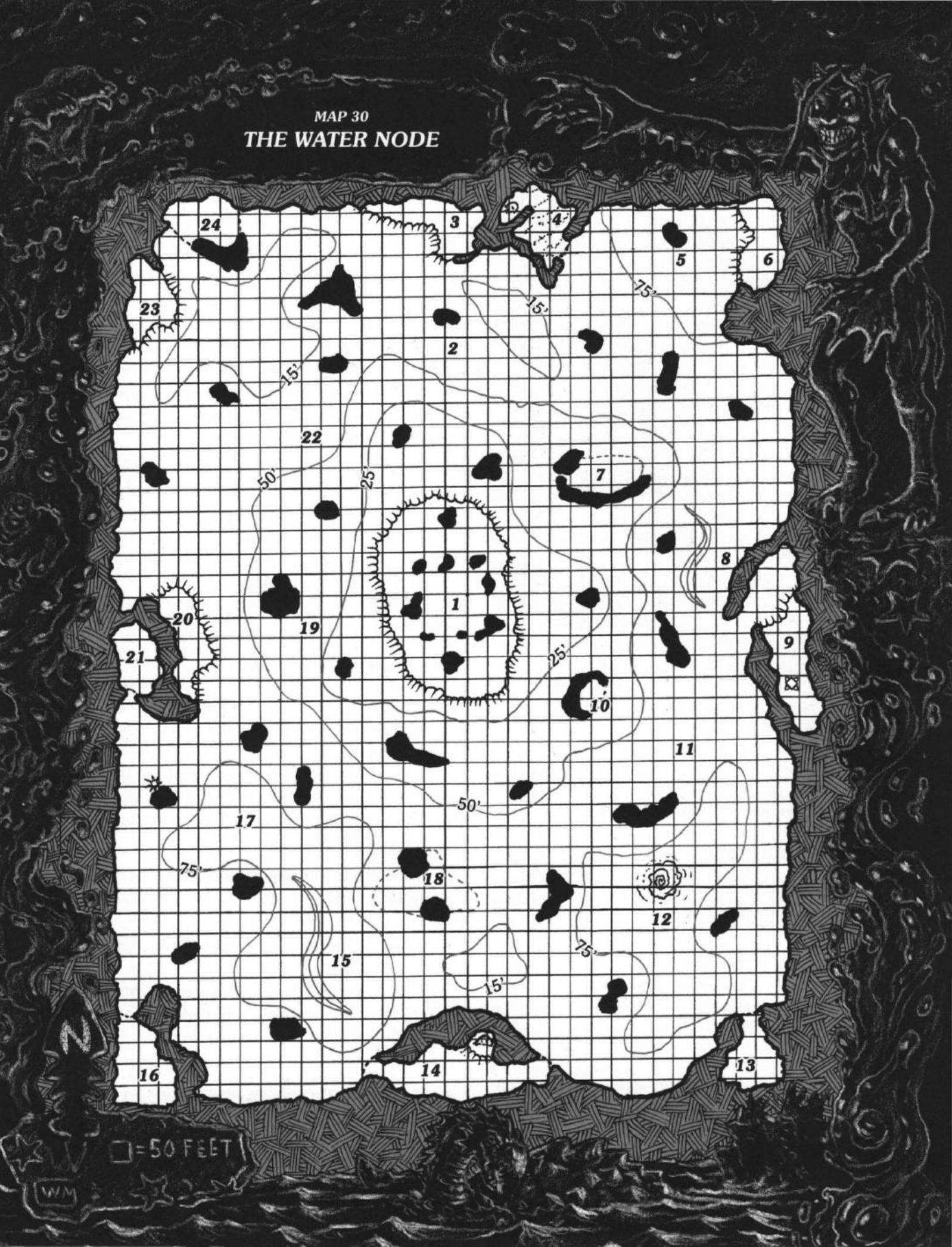
The natural shelf is about 250 feet long and about 100 feet at its widest point. The slippery surface is considered difficult terrain. Furthermore, whenever a creature takes a Dash action or engages in melee combat on a turn, it must succeed on a DC 13 Dexterity saving throw or slip and fall prone.

A gang of nine **ice mephits** typically hang out on this ledge enjoying dips in the frigid waters. They use their False Appearance trait to appear as ice shards and remain undetectable in the landscape. They wait until the characters are in their midst before releasing several *fog clouds* to enshroud the terrain. Then, they begin the attack, always starting with Frost Breath to give it a chance to recharge. A common tactic is to use Frost Breath and then retreat into the water, let it recharge, and then re-enter the fray. These elementals are cowardly and flee via flight if half their number are defeated.

**Treasure.** The ice mephits have a hidden cache of gems. Along the north wall is a small hollow covered with icicles and ice shards. It requires a successful DC 15 Wisdom (Perception) check to find the hollow. Inside are 22 pure white crystals (100 gp each) but discerning them from the ice shards is difficult. Unless heat is applied to melt the ice, it requires a successful DC 15 Intelligence (Investigation) check to find 1d8 of the crystals.

There is one more peculiar item hidden on the shelf that the ice mephits are not even aware of. In the alcove in the northeast part of the shelf, under a pile of ice

MAP 30  
THE WATER NODE



and snow is a frozen goblin shark (see appendix C for a description) measuring about 5 feet long. Attached to its horn-like head is an armband-like device with two 6-inch-long protrusions. One of these is tipped with a ruby, and the whole array is fastened to the shark with a leather harness. The device is actually a laser pistol (see *OAR #3: Expedition to the Barrier Peaks*, p. 319). This is a failed experiment by the sea hag sisters (see area 24), as they could never get the prototype to function once assembled to shark. The unfortunate creature eventually died and washed up here and was preserved in the ice. The laser pistol does have a power disc, but only 2 charges remain.

## AREA 4 – SHELF-GROTTO

**DM Note:** The entrance to this submerged grotto is about 10 feet below the surface of the water. A successful DC 13 Wisdom (Perception) check is required to detect the presence of this entrance. Although it appears to be a submerged cave, the floor does rise above the water level, revealing a chilly grotto.

*After a swim through the frigid sea, your head bobs above the water, revealing a hidden grotto. The water laps against a natural stone shelf slick with glistening ice and moisture. The cavern dries out as it climbs toward the northwest. The cavern appears to continue around a bend.*

This appears to be a water-filled cave, but its floor rises to above water level past the entrance. The first 50 feet of the rock shelf is considered difficult terrain due to the slick coating of ice and moisture. A creature taking a Dash action or engaging in melee combat on a turn must succeed on a DC 13 Dexterity saving throw or slip and fall prone.

The ceiling is about 30 feet high and covered with a variety of jagged icicles ranging from 1d4 + 1 feet in length. If the ceiling is disturbed in a significant way, there is a 30% chance several large icicles become dislodged and fall into a 5-foot-radius area. Any creatures in this area must make a successful DC 13 Dexterity saving throw or suffer 7 (2d6) piercing damage.

Around the corner to the northwest is a circle symbol inscribed in the rock floor. This is a gate to the Air Node. Anyone standing atop it is transported to area 1 in the Air Node (see chapter 14), as described in chapter 13. There is an 80% chance that a **frost salamander** (see appendix C) is curled asleep in front of the symbol,

blocking it from view. The remaining 20% of the time, the salamander is out hunting. If caught slumbering, it wakes up if it wins a contest of its passive Perception vs. the party's Stealth. Otherwise, the characters can attack with surprise. The slumbering elemental takes a few rounds to become fully aware. Following a Freezing Breath attack, its attack rolls for the next 3 rounds are made with disadvantage. Cornered in its lair, it fights to the death, although if the characters break off the attack, it does not pursue.

**Treasure.** Under a pile of snow at the end of the alcove is the salamander's treasure: a silver necklace set with emeralds (2,750 gp), an electrum bracelet engraved with a sylvan scene (250 gp), a crystal vial (85 gp) holding a frozen *potion of gaseous form* (that needs to be thawed before use), a +2 dagger, and a small (12 inches by 6 inches by 6 inches), wooden box engraved with a scene of a rolling ocean with crashing waves. The box weighs 4 pounds, but floats on the water. This is a *folding boat*, which could come in very handy. The three command words are hidden in the engraved scene; finding each one requires a successful DC 15 Intelligence (Investigation) check.

**Development.** Frost salamanders are fond of burrowing through walls and expanding tunnels. If the DM wishes to expand the Water Node, this location would be perfect to add a few meandering passages to the north, leading to additional submerged encounter areas.

## AREA 5 – NORTHEAST SEA

*A lone, craggy rock peaks above the rolling waves of this sea. Several small ice floes bob about the area in an uncharted dance.*

The chilly waters of this sea are about 60 feet deep.

The craggy rock is the lair of a mated pair of **ice lizards** (see appendix C). One is on alert while the other slumbers, so there is little chance to surprise these small, dragon-like creatures. They prefer to avoid any conflict using their innate spells, starting with *sleep* and *fear*. Should these not dissuade the characters, one uses its Change Shape to assume the form of a **young white dragon**. In this form, the ice lizard takes to the air, uses its breath weapon, and then swoops in for melee while waiting for its breath weapon to recharge. If either of these creatures are reduced to 10 hit points or fewer, they both seek to flee by diving into the water.



**Treasure.** The ice lizards don't have a treasure hoard. However, a discarded +1 mace can be found in a crevasse with a successful DC 17 Wisdom (Perception) check. The mace is wedged into the crevasse about 4 feet down and requires a successful DC 17 Strength (Athletics) check to remove.

**Development.** The ice lizards are pets of the frost giant family (see area 6). If one of the ice lizards assumes the form of a young white dragon, there is a 75% chance per round that the frost giants observe the conflict. The rocky crag is about 150 feet away from the shelf lair of the giants, close enough for the giants to toss boulders into the fray.

## AREA 6 – FROST GIANT SHELF

*Nestled into the northeast corner of the cavern is a frost-covered shelf just above the water's surface. The snowy shelf is occupied with three massive igloos made from fitted ice blocks, each about 25 feet in diameter and reaching a height of about 30 feet. Several pyramid-like piles of ice-covered boulders are scattered about.*

This shelf is the home to an extended family of six **frost giants**. A pair resides in each of the igloos. The ice liz-

ards at area 5 are pets of the frost giants, and it's not uncommon for both to go on long swims in the general area.

The frost giants are well versed in defending their lair, having already needing to relocate once. They have placed numerous boulders in piles at strategic locations among the igloos and along the edge of the shelf next to the water. Assume they have an unlimited supply of boulders, and their preferred tactic is to engage in ranged attacks. If the characters are in any kind of a boat, it is targeted in an attempt to sink it. If the characters can get their attention (no easy feat) during an onslaught, a successful DC 18 Charisma (Persuasion) check is needed for them to pause the assault. Should the giants pause, the characters have a short amount of time to discuss a truce. Bribery works well here, even if just trading mundane items the giants would find useful due to their isolation. Otherwise, the giants confidently feel they can defeat the puny humanoids and resume the attack. If two or more are defeated or incapacitated, they surrender (see "Development" below).

**Treasure.** Every igloo contains 1d4 valuable furs (worth 1d6 × 100 gp each). In addition, a pair of mastodon

tusks (900 gp each) hangs over the doorway to one of the igloos. Finally, in one of the igloos (determine randomly) is a massive, wooden sea chest locked with a massive padlock. The key is hidden between two ice blocks in the igloo wall to the right of the chest which requires a successful DC 16 Wisdom (Perception) check to locate. The lock can be picked with thieves' tools and a successful DC 15 Dexterity check. Due to the size of the padlock, all attempts to pick the lock are made with disadvantage. Inside the chest is a platinum crown set with rubies (7,000 gp) wrapped in a winter wolf pelt (1,100 gp). Below the crown are 10 gold ingots; each one weighs 50 pounds and is worth 2,000 gp.

**Development.** The frost giants are aware of the Air Node gate symbol in area 4. If they surrender, they gladly trade this information for their lives. Somehow, they forget to mention the presence of the frost salamander. If they observe the characters heading to that area next, they follow, hoping to settle the score after the salamander roughs them up. A pair of the giants once lived in area 4, but when the frost salamander moved in, they abandoned the prime (hidden) location. Since that time, they've been gathering extended family to help retake the lair.

## AREA 7 – SUBMERGED SHELF

*A few inches below the water is a submerged shelf located along the interior of a crescent-shaped, rocky outcropping. The outcropping reaches about 20 feet above the water and is adorned with numerous stone statues of winged demons in various poses. The wreckage of a wooden raft has washed up on the shelf.*

The rocky outcropping provides a protective cove for the shelf, which is just under the water's surface. The stone shelf is smooth, and the water here is clear, so movement is not inhibited. The raft is quite damaged but with about 100 feet of rope (or something else to secure the beams) and two hours of labor, it could become a serviceable vessel measuring about 15 feet by 10 feet. It can hold six Medium creatures, but the characters need to develop some method to propel it.

The statues on the rocky outcropping are kopoacinth (aquatic gargoyles) currently using their False Appearance trait. There are 10 total kopoacinth that lair here, but there is a 50% chance that 1d4 + 2 are swimming in the waters of the Node seeking prey. The kopoacinth do not immediately attack and can watch the characters

for hours on end while they toil with raft repairs or rest. A successful DC 20 Wisdom (Perception) check reveals an odd sense of being watched and possibly noticing a different expression on a statue's face or a slightly different pose. If hours go by, perhaps some kopoacinth return or a few leave, bored with the characters. If the characters repair the raft and depart, they attack by splitting up attacks from the air and from below the water in a random fashion. They seek to knock targets off the raft, if possible. They are cowardly and flee if half their number are defeated, and they have no interest in pursuing fleeing characters.

A kopoacinth uses the statistics of a **gargoyle** with the following changes:

- It has a walking speed of 30 feet, a flying speed of 50 feet, and a swimming speed of 40 feet.
- It can speak Aquan and Terran.

The kopoacinth have no treasure.

## AREA 8 – EAST SEA, NORTH BRANCH

*Oddly, the waters of this sea bubble and churn in random locations. Each bubble is about 15 feet in diameter, and the belched air is cool and refreshing.*

The odd bubbling is caused by a rift at the bottom of this sea, about 200 feet long. This seam is close to the Air Node, and thus, air and gasses bubble up through the stone foundation of the Water Node in places. The seam is only inches wide and can't be used to escape to the Air Node. The bubbles and the air are harmless as this is just some anomaly between the two Nodes.

## AREA 9 – SECLUDED LAGOON

**DM Note:** This secluded lagoon is the new lair of Latimeria, a dragon turtle that has recently arrived at the Water Node. There is a 50% chance she is lightly sleeping in the shallow waters of the lagoon. Otherwise, she is cruising the depths hunting for food.

*A crevasse-like crack, perhaps 75 feet high and about 50 feet wide, leads to a secluded lagoon. Along the southern edge is a natural stone ledge just above the water. This ledge extends to the south for several hundred feet.*

If the **dragon turtle** is present, add this to the read-aloud passage:

*At the far end of the lagoon is an algae-covered, black rock, perhaps 15 feet in diameter, protruding from the water.*

*Situated on the rock is a smooth pink throne, sized for a creature larger than a human.*

If Latimeria is here, she is the black rock with the coral throne strapped to her back (see below). She slumbers lightly, and unless the characters somehow muffle their approach through the water, she automatically wakes up and confronts the characters. She is slightly groggy, so she has disadvantage on her initiative roll. She is in a foul mood and aggressive at first, unleashing her Steam Breath as her first action unless the characters can fast-talk their way to a truce before her initial turn. This requires a successful DC 17 Charisma (Persuasion) check. If this interaction is augmented with a suitable bribe (of no less than 5,000 gp worth of goods), the check is made with advantage. A successful DC 15 Wisdom (Perception) check reveals her left clawed flipper is wounded.

Latimeria is a **dragon turtle** with the following changes:

- She has 284 (22d20 + 110) hit points.
- Her swimming speed is reduced to 20 feet due to the bulkiness of the throne and her wounded flipper.
- When using Multiattack, due to her wounded front flipper, Latimeria can only make two attacks: one with her bite and one with her right clawed flipper.

Latimeria was the “pet” of an arrogant marid, but she swore an oath to serve faithfully for 100 years. A few months ago, the marid and its mount were lured to the Water Node by an enemy. The marid used *plane shift* to escape, but abandoned Latimeria here. She soon ran into Mawacaur, the other dragon turtle (see area 19), and the ensuing scuffle resulted in her wounded flipper. If the characters are able to parley with Latimeria, she can be bargained with, and it might not cost the characters their hard-earned treasure. First, if the characters can remove the throne from her back, she would be very grateful (adjusting her attitude to indifferent). The throne is attached via a thick, shark-leather harness with a massive metal buckle. The characters need to get access to her belly, and then make a successful DC 15 Strength (Athletics) check to unhook the massive clasp. Let the characters get creative describing how to do this. This can be done while underwater, but then the check is made with disadvantage. They are free to keep the throne as it is worthless to her. Second, if they offer to heal her wound (restoring at least 30 hit points), she becomes an ally (adjust her attitude to friendly).

Near the south end of the shelf is an eight-pointed symbol engraved into the rock of the ledge. The ledge here is covered with flotsam and jetsam (clumps of algae, strands of kelp, and the occasional piece of odd driftwood), so a successful DC 15 Wisdom (Perception) is required to locate it. This is the gate to the Fire Node. Anyone standing atop it is transported to area 1 in the Fire Node (see chapter 16), as described in chapter 13.

**Treasure.** The coral throne is one solid piece. Although it appears to be carved, in fact, it has been cultivated for years to grow into this current shape. The throne weighs about 4,000 pounds, being about 4 feet wide at the base and the back extending to just under 12 feet. Intact, the throne is worth 20,000 gp. Breaking the throne into smaller pieces results in 112 chunks; each one will weigh 1d6 + 4 pounds and be worth 50 gp.

**Development.** If Latimeria becomes an ally, feel free to use her to assist the characters should they get in over their heads with one of the other encounters (such as Mawacaur or the frost giants at area 6). Friendship goes both ways, so she might call on the characters or ask for aid escaping the Water Node, at the DM’s discretion.

## AREA 10 – ALGAE-COVERED ROCKS

*The warm waters of the sea gently lap against these algae-covered rocks. The algae here have an iridescent purple sheen in patches. Along the east side of the crescent-shaped rocks appears to be a stone ledge just under the water's surface. A bed of kelp covers this partially submerged ledge, swaying back and forth in the currents.*

The iridescent patches of algae, mixed in with mundane algae, were magically created by a warlock who established and cultivated several patches here. The warlock is long gone, but the algae have remained and, at times, flourish under the optimal conditions. The algae and their magical abilities can be identified with a successful DC 18 Intelligence (Nature) check. Anyone consuming a handful must succeed on a DC 13 Constitution saving throw or become nauseated for 10 minutes. A nauseated creature spends its action retching and reeling—but it can now breathe water for 2 hours. If identified (or the characters are provided a description of the magical algae; see sidebar), they can collect 16 handfuls of the purple stuff. If kept moist, it remains effective for 1d4 days.

The warlock left another surprise: three colonies of **algoids** (see appendix C) to guard his precious crop. If



the characters climb on the rocks intending to collect the magical algae, these colonies spend an action forming into humanoid shapes. They unleash their Mind Blast first, and then seek to awaken the kelp growing on the shelf. While they're entangled with the kelp, the algoids move in to bludgeon the characters to death. These plant creatures mindlessly fight until destroyed.

**Development.** If the characters collect all the algae, the colony is wiped out. If they leave some behind (even one handful), it doubles in size every day, although the habitat can only sustain 16 colonies maximum.

## AREA 11 – EAST SEA, SOUTH BRANCH

*This open tract of water is calm and serene, disrupted by a single rocky outcropping.*

There is nothing of interest in this sea. The water is about 50 to 60 feet deep, and the bottom is covered with fine sand.

## AREA 12 – SOUTHEAST SEA

*The warm waters of this sea are turbulent, with the current always moving in a counterclockwise direction between the four rocky spires. The source of the current soon becomes apparent as the churning pattern of a whirlpool is revealed*

*in the distance. The maelstrom is perhaps 100 feet across although it is partially obscured by a thick mist. An acrid, sulfuric stench soon tingles your nostrils.*

The whirlpool is somewhat sluggish and can be avoided with common sense. The source is a tiny rupture on the seabed about 80 feet down. This rupture leads to the Fire Node; the action of water escaping has created the whirlpool, and the evaporation has created the mist and acrid smell.

Swimming or boating near the whirlpool is dangerous. If a boat or swimmer gets within 100 feet of the whirlpool, the pilot/swimmer must make a DC 15 Strength (Athletics) check to navigate properly and avoid its pull. If this check fails, the boat or creature is pulled into the whirlpool. There is one more chance to escape, but it now requires a successful DC 20 Strength (Athletics) check to regain control. On a failure, short of magical intervention, the boat or swimmer is pulled under for 7 rounds. Swimmers suffer 3 (1d6) bludgeoning damage at the start of their turns each round and, of course, are subject to drowning unless they can breathe water. A boat sustains damage, with a 15% cumulative chance per round of being destroyed. After 7 rounds,

## WHO KNOWS ABOUT THE MAGICAL PROPERTIES OF THE ALGAE?

A few residents of the Water Node are aware of the magical properties of the purple algae. Depending on the interactions with the characters, these NPCs might be willing to share this information:

- Any wandering NPC (see chapter 13) has a 75% chance to know of the algae and might even be carrying a few handfuls.
- The dragon turtle Latimeria (see area 9) knows of the algae but has little use for it.
- The storm giantess Cnidara (see area 13) knows of the algae and readily trades that information if the characters seem to be struggling with breathing underwater. She also cautions on its sustainable harvesting.
- The sea hags (see area 24) have knowledge of the algae but the characters would likely need to coerce the information out of either of them.



ship wreckage or swimmers are deposited at the seabed, free of the whirlpool's effects.

## AREA 13 – HIDDEN GROTTO

**DM Note:** The entrance to this hidden location is nearly 20 feet below the water's surface.

*This hidden grotto is about 100 feet in diameter with a ceiling about 40 feet high. The cavern is damp with colonies of algae dangling from the walls and ceiling. The cave is warm with a faint smell of rotting seaweed. In the southwest corner is a flat rock that appears to serve as a table. Another rock is positioned nearby, perhaps serving as a seat. In the southeast corner of the chamber is a faintly smoldering firepit. Hanging on the wall nearby are numerous dried fish in a dizzying array of shapes, sizes, and colors. To the left of the fish are several long fronds of kelp carefully laid out to dry.*

A hermit-like **storm giant** named Cnidara resides in the grotto. She stands just over 24 feet tall and has violet skin, deep black hair, and silvery eyes. She wears loose-fitting, dark green robes woven from algae filaments (treat as hide armor; AC 14) and carries no weapons,

using Multiattack to make two slam attacks (+14 to hit, 16 [2d6 + 9] bludgeoning damage) if absolutely necessary. Her voice is soothing and motherly. Cnidara is in self-imposed exile resulting from some deed years ago of which she does not speak. She now spends her days on the Water Node in quiet meditation, physical exercise, and a sustainable lifestyle. She subsides on collecting fish and edible algae.

Cnidara is a kind individual and a beacon of goodness in an otherwise evil domain. Although she is difficult to find in her hidden lair, she does roam the waters to hunt for fish, and could encounter the characters at any time and should be used by the DM as a benefactor. Although a pacifist at heart, she is an imposing figure and her mere presence could dissuade combat situations. She is also very knowledgeable, and is willing to share information, but she has no use for material wealth. She instead provides her knowledge in exchange for services or other information. In regard to services, she is currently concerned with the sea hag sisters (see area 24) and their diabolical schemes. Although her pacifistic ideal prevents her from directly confronting them, perhaps the characters could end their machinations.

This is an example list of the information she has:

- The location of all the gates on this Node, where they lead to, and how to activate them.
- The location of most of the established lairs on this Node.
- The magical properties of the algae patches growing in area 10 and how to sustainably harvest them. She also is aware of the guardians located there.
- The history, purpose, and description of the *Death Orb* (see appendix D) and hints it might be related to her self-induced exile. She might even be able to produce the poem (player handout 9).

Cnidara maintains a simple, fur bedroll (400 gp) which she unfurls each night for use. Near the firepit are a few clay bowls and earthenware utensils. Hanging on the wall, obscured by the drying algae, is her massive trident (+14 to hit, 19 [3d6 + 9] piercing damage) used exclusively for fishing.

**Treasure.** Along the east wall is small cavity concealed with hanging algae, about 15 feet off the floor. It requires a successful DC 18 Wisdom (Perception) check to locate. Inside the cavity is a cache of potions Cnidara has collected over the years. This stockpile includes: a *potion of heroism*, two *potions of superior healing*, a *potion of flying*, three *potions of water breathing*, and a *potion of storm giant strength*. Cnidara is interested in trading some of these potions to the characters if she determines there is need.

## AREA 14 – HIDDEN SHELF

**DM Note:** There are two entrances to this hidden area. Each one is about 10 feet underwater, but beyond, the shelf rises quickly above the water's surface. There are always two **koalinh** (see appendix C) standing guard at each entrance. They are not immediately aggressive, instead asking the characters to wait while they summon a leader.

*This cavern is cool and dank and extends for several hundred feet east to west. North to south, the cavern measures barely 100 feet. The place is busy with activity, as it appears to be a war camp of sorts. Dozens of fish-like humanoids spar with tridents under the watchful eye of a sergeant. A small group partake in target practice throwing tridents at crude targets lining the wall. Your presence does not interrupt their focused training.*

This cavern is a military outpost for a band of 38 warlike **koalinh** (see appendix C). At any given time, four of these are performing guard duty at the entrances, while another six perform limited patrols in the southern seas. They are led by a pair of **koalinh sergeants** (see appendix C). Recently, the tribe's leader was slain by a merrow (see area 16), so the sergeants are at a loss as to their next move. They are trying to secure an alliance with the ixitzachitl (see area 15), as they desire to share in the curative magic their clerics wield, but the death of their leader has stalled the negotiations.

The northern alcove is a shelf that rises sharply, reaching 10 feet above the water level of the main chamber. Therein are stored additional weapons (17 tridents and 12 heavy crossbows) along with a battered, open-ended cask holding 188 crossbow bolts. The side of the cask has the brand *The Sea Ghost* burned into it.

**Treasure.** Against the northern wall is a cairn of stones, the grave of the recently slain koalinh leader. He was buried wearing his *+2 scale mail* along with a *+1 halberd*. This cairn covers a triangle symbol engraved into the stone floor. This is the gate to the Earth Node. Anyone standing atop it is transported to area 1 in the Earth Node (see chapter 15), as described in chapter 13. The koalinh will not take kindly to the cairn being despoiled to get to the gate.

**Developments.** Although evil, the koalinh are not opposed to allying with the characters in a concentrated attack on the merrow. The koalinh offer all the merrow's treasure in return.

## AREA 15 – CHANNEL

*This stretch of open water connects the south sea to the southwest sea. The water is calm here, and the air is warm and laden with humidity.*

This channel is nondescript, but evil lurks near the bottom. About 80 feet down is a trench that runs 300 feet to the north and south. The trench extends another 20 feet deep and is dark and foreboding. The walls of the trench are lined with cracks, crevasses, and even small caves. These are inhabited by an isolated tribe of ixitzachitl that is content to avoid confrontation with the other residents of the Node. In fact, the leaders believe their survival hinges on such isolation, so they are more placid than typical. However, if their trench lair is invaded, they become aggressive in defense. There are 35 nor-

mal **ixitxachitl**, four **ixitxachitl clerics**, and a **vampiric ixitxachitl** (see appendix C for all) serving as leader.

The trench is the favored habitat for most of the goblin sharks that reside on the Node. There are 22 total **goblin sharks** (see appendix C) that typically cruise the depths in packs of 2d4. Although not allies of the ixitxachitl, they don't clash with the ray-creatures either, existing in a somewhat uneasy relationship. The goblin sharks are aggressive and attack without hesitation. Assuming blood is spilled during an attack, there is a 50% chance another 2d4 goblin sharks are attracted to the fray in 2d6 rounds.

**Treasure.** The clerics reside in one of the larger caves (measuring about 20 feet in diameter). The floor of the cave is covered with fine, black sand, and the center is dominated by a low, flat rock that serves as a crude altar. Resting on the altar is a melted mass of gold (3,000 gp) that weighs 85 pounds. This strange treasure has been desecrated and radiates faint evil.

## AREA 16 – SOUTHWEST CAVE

**DM Note:** This cave can be entered with a short swim through a submerged entrance about 30 feet below the water's surface. The entrance is usually guarded by two **merrow**. If koalinh approach, they blow on conch horns to alert the rest of the tribe, but if the characters approach, they are cautious and are willing to parley.

*This partially submerged cavern is about 100 feet wide and 150 feet long. The walls are covered with algae-coated nets, tridents, and harpoons with variable shaft lengths and composition.*

The cave floor is covered with 4 feet of water, making the entire interior difficult terrain. Hanging on the wall are 10 nets, each measuring 10 feet by 10 feet. The weapons consist of 11 tridents and six harpoons.

This hidden cave is the lair of nine **merrow**. These brutish, aquatic ogres are bullies, often clashing with the weaker koalinh (see area 14), and occasionally, acting as hired muscle for the sea hags (see area 24). The merrow only are interested in picking a fight with creatures clearly weaker than themselves. They open an interaction with the characters as superiors, but a show of force or powerful magic gets them to back down. If combat breaks out, they seek to grapple obvious targets that can't breathe underwater and attempt to restrain them underwater. If three or more are defeated, they seek to flee.

**Treasure.** Concealed behind a net hanging on the south wall is *+2 shield*. A successful DC 13 Wisdom (Perception) check is required to find the shield, unless the net is specifically moved. The merrow's collected treasure (mostly payment from the hags) is concealed in a hole in the southeast corner of the cavern. The hollow is covered with a flat stone that requires a successful DC 16 Intelligence (Investigation) check to locate. The stone is heavy and requires a successful DC 15 Strength (Athletics) check to move, but another character can Help with this check. Inside the hollow is a pile of coins (554 sp and 267 gp), a small, unlocked metal box holding a collection of 33 gems (a random assortment of brown-green garnets, pink coral, and shards of jet; 100 gp each), a pearl necklace (1,100 gp), and a single *bracelet of archery* (useless unless reunited with its counterpart in area 24).

## AREA 17 – SOUTHWEST SEA

*Another open stretch of tropical sea, this area teems with schools of colorful fish.*

This deep sea is unremarkable.

Located on the westernmost outcropping is a headstone carved out of the very rock (marked with a “\*” on the map). It requires a successful DC 22 Wisdom (Perception) check to discern the headstone from the water (unless it pulses purple, as described below). If the rocky outcropping is searched, it is easily found. The origin of this structure is left to the DM to decide, but here are a few options:

- The headstone marks the ancient grave of a dwarf cleric. Hidden nearby on the outcropping (located with a successful DC 18 Wisdom [Perception] check) are his *+1 plate armor*, *+2 shield*, and *+3 battleaxe*. The dwarf's **ghost** haunts this locale, but if the characters can right his unjust death, they are led to his hidden equipment.
- The headstone contains an engraved map of the Water Node, displaying all the gates (in areas 4, 9, and 14). Touching the headstone triggers a *bestow curse* spell.
- The headstone pulses purple light in a 60-foot radius every 1d6 hours.
- The headstone is engraved with a permanent *illusory script* spell that hides the entire cryptic poem about the *Orb of Golden Death* (player handout 9). The passage only becomes intelligible if the headstone is

touched by an elf or viewed with truesight.

- Anyone touching the headstone is instantly teleported to a random location on the Water Node (roll a d4: 1, area 1; 2, area 10; 3, area 13; 4, area 24).

## AREA 18 – SUBMERGED SHELF

*Between two rocky outcroppings that jut 20 to 30 feet above the water is a large, submerged shelf. Fronds of kelp dance and ripple below the surface of the water.*

The submerged shelf is about 10 feet below the water. The rocky outcroppings are jagged and slippery with algae. Climbing one of them requires a successful DC 15 Strength (Athletics) check. Failure results in 3 (1d6) slashing damage along with a dunk back into the water.

The **dragon turtle** Mawacaur (see area 19) is fond of dozing on this shelf following one of his feeding binges. There is a 10% chance he lightly slumbers here while digesting a meal.

## AREA 19 – WEST SEA

*A stiff warm breeze creates a light chop on the waters of this rolling sea.*

The water depth here is 50 to 60 feet. The bottom is covered with fine mud.

The **dragon turtle** Mawacaur calls these waters and the soft mud bottom his private domain. There is a 90% chance he deeply slumbers in the mud, with just his nostrils piercing the sediment/water interface. When buried this way, it requires a successful DC 22 Wisdom (Perception) check to discover him. He often sleeps this way for weeks, sometimes months. When he awakes, he is voracious and goes on a rampant feeding binge throughout the Node.

Mawacaur is powerful and arrogant. He looks upon all other creatures (even the other dragon turtle in area 9) as minor nuisances, and he is quite accustomed to having his own way about everything. He considers the entire Node to be his private pool, and few would argue. If awoken or encountered, he expects groveling, begging, and adoration. He is susceptible to bribery (at least 5,000 gp in valuables) and flattery. Insolent creatures that don't give him the respect he deserves are slaughtered without a thought.

Mawacaur actually cares little for material wealth. That said, over the years he has resided on the Water Node,

he has accumulated a fair amount. At the base of the large, rocky outcropping is a hollow covered with a massive boulder. Finding it requires a successful DC 20 Wisdom (Perception) check. Moving the boulder requires a successful DC 25 Strength (Athletics) check or the use of magic. Another character can Help with this check, or the use of a lever can also grant advantage.

**Treasure.** Inside the hollow are the following:

- A pile of coins: 17,560 sp, 8,889 gp, and 413 pp
- Loose gems: four bloodstones (50 gp each), four citrines (50 gp each), seven pink pearls (100 gp each), two spinnels (100 gp each), three black pearls (500 gp each), two opals (one black, the other translucent blue; 1,000 gp each), four sapphires (1,000 gp each), and a rough cut ruby (5,000 gp)
- A set of three jade idols, each depicting a vrock in a different pose (800 gp each)
- A silver scepter set with emeralds (2,800 gp)
- A coral statuette of entwined nixies among kelp (1,500 gp)
- A ring of water walking
- A gold scroll tube set with tiny rubies (450 gp) sealed with wax, holding a spell scroll of prismatic spray
- A necklace of strangulation (see appendix D)

In recent times, several valuable items have been scattered on the bottom of the sea, as Mawacaur has become too lazy to collect and hide them in his stash. These have since been covered with a fine layer of mud, so finding each requires 10 minutes of searching the seabed and a successful DC 16 Wisdom (Perception) check. These items include: a brass ship's bell (350 gp), an empty electrum box set with amber pieces (600 gp), a Medium-sized suit of +1 plate armor, a defender shortsword, and a +1 warhammer.

## AREA 20 – SHELF

*Along this rocky outcropping is a massive shelf several feet above the water's surface.*

This shelf is a full 5 feet above the water and thus, is somewhat dry. Occasionally, several of the kopoacinth (see area 7) perch here during one of their patrols of mischief.

## AREA 21 – HIDDEN GROTTO

**DM Note:** This hidden grotto can only be accessed via a submerged entrance about 10 feet below the surface.

*Poking your head above the water reveals a damp cavern, the floor covered with water and a swirling, purple mist in the air. On the west wall is a massive, shimmering, faceted, purple crystal cyst that seems to pulse with an unnatural glow. The ceiling is low, perhaps only 15 feet overhead, and oddly free of algae growth or stalactites.*

The floor of this cave is covered with 3 feet of water, making it difficult terrain. The purple mist is harmless, as is the purple crystal cyst on the west wall. It is just an unusual formation with a heartbeat-like, pulsing glow. If the characters try to collect any part of crystal from the wall, it immediately shatters into tiny fragments.

The cave is the lair of five **varrdig grues** (see appendix C). These elemental brutes stay in the water to take advantage of their natural camouflage and enhanced speed and to utilize their Water Jet attack. They fight to the death.

**Treasure.** A search of the water reveals a few weapons discarded on the cavern floor, such as a battleaxe with a pitted blade, a rapier in a scabbard studded with red garnets (250 gp), and a pair of silvered daggers. The characters also find the skeletal remains of three humanoids. One still wears a chain shirt and another—apparently a dwarf—is still clad in +1 plate armor. The final skeleton is at the base of the purple cyst and is completely unadorned. In its clenched right fist is the carnelian power gem (see the *Orb of Golden Death* in appendix D), which when touched immediately sends anyone within 50 feet of it to the Earth Node's arrival point (see chapter 15).

## AREA 22 – NORTHWEST SEA

*The unusually calm waters of this chilly sea swirl and eddy at random—and often against the direction of the wind.*

The elemental dynamics that are the very fabric of the Water Node occasionally release energy in the form of waterspouts in this sea. For every 10 minutes the characters are here, there is a 25% chance of an explosive waterspout erupting with a loud pop and spraying water in a 50-foot plume. If a character or a vessel gets caught in the waterspout (at the discretion of the DM, although these can be used for effect only), it suffers 14 (4d6) bludgeoning damage from the force of the water and being blasted 20 feet into the air.

## AREA 23 – SHELF

*Along the western wall of the Node is a wide shelf situated about 10 feet above the water. It extends for over 100 feet to the wall and is about 200 feet wide. Several large, aquatic humanoids lazily lounge about, sharing a haunch of meat, and boisterously cajole and joke about like immature teenagers. The humanoids have fish-like heads with chin barbels, and flared fins on their crests and arms. Their lower half is eel-like.*

The humanoids are three **merrow** that have sworn allegiance to the sea hag sisters (see area 24). These three are lazy, former members of the tribe in area 16 that prefer the hedonistic lifestyle bestowed upon them by the hags. They serve as guards and errand-runners, but as the hags are among the most powerful residents of the Node (save perhaps for the giants and the dragon turtles), they don't require much muscle.

These three prefer to avoid confrontation. If the characters seek to interact with them, the merrow sling juvenile insults and hollow threats while brandishing their harpoons. If the characters persist, they are told—with bravado—to “speak to the sisters, the rightful rulers of this realm.”

**Development.** If summoned via a conch horn from area 24, these three hasten to defend the hag sisters. They arrive 3 rounds after the horn is sounded.

## AREA 24 – PROTECTED SHELF

*Behind a protective outcropping that reaches a height of 20 feet or so is a submerged shelf situated in the corner of the rock wall. The stench of rotting seaweed is nearly overpowering here, as rotting brown and black strands and clumps of noxious algae adorn the back walls. The ceiling is 30 feet overhead and studded with a wide variety of stalactites. Suspended from the ceiling on a thick, black chain is an overturned, 5-foot-diameter turtle shell acting as a cauldron. The vessel appears to hold a vile, pasty brew.*

The floor is covered with 3 feet of turbid water, which makes the whole shelf difficult terrain. The cauldron contains a noxious concoction of beast parts, slimy algae, and various other ichor and fluids. The inhabitants of this shelf keep four flounder-like **dragonfish** (see appendix C) as pets. As the characters move about the shelf, each round on their turn, there is a 15% chance they step on a dragonfish's spine-covered back, which allows the dragonfish to use its reaction to make a spine



attack at advantage. If stepped on, the dragonfish becomes aggressive and attempts to bite the character the next round.

This secluded shelf is the lair of two **sea hag** sisters, Malacora and Necracora. The two hateful hags were tricked by Zuggtmoy into coming to the Water Node with promises of an easy life. The vengeful sisters now spend most of their time devising ill-conceived schemes to escape and plotting their pitiful revenge on the demoness. Their latest scheme involves brewing a potion that will grant them the ability to *plane shift* away from the Node, but it, too, is destined for failure. (But if they just had a few more ingredients...) No matter, as they plan to "sell" it to other residents as they hatch their next poorly planned scheme.

The sisters seek to parley with the characters. They begin the encounter submerged, and each one uses her Illusory Appearance trait to assume the form of a disfigured half-elf maiden. They claim to be former adventurers trapped here for years and seeking a method to escape. If they feel they can manipulate the characters, they try to use guile to make them willing servants and allies. Perhaps they send the characters on quests throughout the Node to collect esoteric items to be used in their brewing, or they convince the party to confront and defeat one of the dragon turtles. In exchange, they offer knowledge about other residents of the Node or the magical algae in area 10. They are unaware of the gates or how to escape the Node.

If they determine the characters are too powerful to sway into service, they seek to cause confusion before dropping their guises and unleashing their Horrific Appearance and Death Glare. Malacora sounds the conch horn on her next action (summoning the merrow guards from area 23, if they are able to respond) while Necracora uses her wand on a fighter-type. In the following round, Malacora unleashes shooting stars from her ring. (See below for more on the wand and the ring.)

**Treasure.** Malacora carries a gold-gilded conch shell horn (175 gp) and wears three necklaces (two are silver and worth 300 gp and 700 gp, respectively, while the last one is platinum and worth 1,250 gp). She wears a *ring of shooting stars* which she does not hesitate to use. Necracora wears a gold circlet (400 gp) and wields a *wand of polymorph*. She is fond of turning targets into disgusting sea cucumbers. She also wears three bracers. Two are gold (250 gp each) while the last is copper and radiates magic. This is one *bracer of archery*, although it is useless until reunited with its counterpart in area 16. The chain holding the cauldron is actually pure gold painted black (600 gp). Hidden in the bottom of the cauldron are seven gems (orange topaz; 500 gp each) and a *ring of protection*.

## APPENDIX A

# Deities, Demigods, & Demonesses

**Z**efore the start of this scenario, the Dungeon Master or the players should determine the characters' deities. A list of the deities from the World of Greyhawk is presented on page 295 of the *Player's Handbook*. St. Cuthbert and Iuz, both germane to this campaign, are then specifically detailed in this book, as is the demoness Zuggtmoy. There is ample reason to allow players to carefully peruse this list of deities, and the portfolios, alignments, suggested domains, and symbols presented therein. As inhabitants of the Flanaess, the characters would certainly be aware of this information. From the list they should choose deities appropriate to their characters' alignments and places of origin.

Remind your players that the local folk tend towards the druidical faith (Ehlonna, Obad-Hai, and most of all, Beory) or follow St. Cuthbert's new faith to the region—and in the case of unsavory elements, some serve some a deity of Evil.

Due to the plots of Iuz and various demons and evil elemental types, St. Cuthbert has become actively aware of events, and has indirect assistance from Beory (who resists elemental destruction). The enmity between Iuz and St. Cuthbert, and the actions of the characters, may result in direct confrontation!

## MADNESS OF ZUGGTMΟΥ

### D100 Flaw (lasts until cured)

01-20	"I see visions in the world around me that others do not."
21-40	"I periodically slip into a catatonic state, staring off into the distance for long stretches at a time."
41-60	"I see an altered version of reality, with my mind convincing itself that things are true even in the face of overwhelming evidence to the contrary."
61-80	"My mind is slipping away, and my intelligence seems to wax and wane."
81-00	"I am constantly scratching at unseen fungal infections."

## ZUGGTMΟΥ

The Demon Queen of Fungi, Lady of Rot and Decay, Zuggtmoy is an alien creature whose only desire is to infect the living with spores, transforming them into her mindless servants and, eventually, into decomposing hosts for mushrooms, molds, and other fungi that she spawns.

Utterly inhuman, Zuggtmoy can mold her fungoid form into an approximation of a humanoid shape, including the skeletal-thin figure depicted in grimoires and ancient art, draped and veiled in mycelia and lichen. Indeed, much of her appearance and manner, and that of her servants, is a soulless mockery of mortal life and its many facets.

## MADNESS OF ZUGGTMΟΥ

If a creature goes mad within line of sight of the demon lord, roll on the Madness of Zuggtmoy table to determine the nature of the madness, which is a character flaw that lasts until cured. See the *Dungeon Master's Guide* for more on madness.



## ZUGGTMoy

*Large fiend (demon), chaotic evil*

**AC:** 18 (natural armor)

**Hit Points:** 304 (32d10 + 128)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	18 (+4)	20 (+5)	19 (+4)	24 (+7)

**Saving Throws:** Dex +9, Con +11, Wis +11

**Skills:** Perception +11

**Damage Resistances:** cold, fire, lightning

**Damage Immunities:** poison; bludgeoning, piercing, and slashing that is nonmagical

**Condition Immunities:** charmed, exhaustion, frightened, poisoned

**Senses:** truesight 120 ft., passive Perception 21

**Languages:** all, telepathy 120 ft.

**Challenge:** 23 (50,000 XP)

**Innate Spellcasting:** Zuggtmoy's spellcasting ability is Charisma (spell save DC 22). She can innately cast the

## ZUGGTMoy, Iuz, and the Temple

Zuggtmoy, Demoness Lady of Fungi, dread and fell ruler of the 222nd ghastly plane of the Abyss, aspired to establish her rule over a portion of the world. With the aid of Iuz, she formed the Temple of Elemental Evil and for a time wrought death, destruction, and great suffering. Then the forces of Good fought a campaign against her, and she was surprised and bound during the taking of the Temple. The opposing clerics and wizards confined her somewhere beneath the ground, reputedly with the aid of one or more deities.

following spells, requiring no material components:

- At will: *detect magic, locate animals or plants, ray of sickness*
- 3/day each: *dispel magic, ensnaring strike, entangle, plant growth*
- 1/day each: *etherealness, teleport*

**Legendary Resistance (3/Day):** If Zuggtmoy fails a

saving throw, she can choose to succeed instead.

**Magic Resistance:** Zuggtmoy has advantage on saving throws against spells and other magical effects.

**Magic Weapons:** Zuggtmoy's weapon attacks are magical.

## ACTIONS

**Multiattack:** Zuggtmoy makes three pseudopod attacks.

**Pseudopod:** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) poison damage.

**Infestation Spores (3/Day):** Zuggtmoy releases spores that burst out in a cloud that fills a 20-foot-radius sphere centered on her, and it lingers for 1 minute. Any flesh-and-blood creature in the cloud when it appears, or that enters it later, must make a DC 19 Constitution saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the spores of Zuggtmoy and also gains a random form of madness (determined by rolling on the Madness of Zuggtmoy table) that lasts until the creature is cured of the disease or dies. While infected in this way, the creature can't be reinfected, and it must repeat the saving throw at the end of every 24 hours, ending the infection on a success. On a failure, the infected creature's body is slowly taken over by fungal growth, and after three such failed saves, the creature dies and is reanimated as a spore servant if it's a type of creature that can be (see the "Myconids" entry in the *Monster Manual*).

**Mind Control Spores (Recharge 5-6):** Zuggtmoy releases spores that burst out in a cloud that fills a 20-foot-radius sphere centered on her, and it lingers for 1 minute. Humanoids and beasts in the cloud when it appears, or that enter it later, must make a DC 19 Wisdom saving throw. On a successful save, the creature can't be infected by these spores for 24 hours. On a failed save, the creature is infected with a disease called the influence of Zuggtmoy for 24 hours. While infected in this way, the creature is charmed by her and can't be reinfected by these spores.

## REACTIONS

**Protective Thrall:** When Zuggtmoy is hit by an attack,

one creature within 5 feet of Zuggtmoy that is charmed by her must use its reaction to be hit by the attack instead.

## LEGENDARY ACTIONS

Zuggtmoy can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Zuggtmoy regains spent legendary actions at the start of her turn.

**Attack:** Zuggtmoy makes one pseudopod attack.

**Exert Will:** One creature charmed by Zuggtmoy that she can see must use its reaction to move up to its speed as she directs or to make a weapon attack against a target she designates.

## IUZ

Whether Iuz was originally a human who has become demon-like through the centuries, or whether he is a semi-demon, a cambion (as some suggest, a by-blown of Orcus or Graz'zt), no mortal knows. His formidable spellcasting ability also hints to his having at least one parent gifted in the arcane arts. He is, however, the first known godling of Chaotic Evil, whose wickedness and treachery are infamous throughout the Flanaess.

Great enmity exists between Iuz and St. Cuthbert. This is carried on by the servants of the two, as well.

Clerics of Iuz dress in rusty black (their master's favorite color) or white streaked with rust-red bloodstains. At 3rd level each gains the ability to *disguise self* (as the spell) once per day. Their ceremonies include the burning of foul-smelling substances, the beating of great drums, and the clangor of bronze bells, as well as blood sacrifice whenever possible. Places of service to Iuz must be old, filthy, and dark. Altar services are typically of bone and include many skulls.

## MADNESS OF IUZ

If a creature goes mad in the cursed cities of Molag or Dorakaa while Iuz is in residence, or simply within line of sight of the demigod, roll on the Madness of Iuz table to determine the nature of the madness, which is a character flaw that lasts until cured. See the *Dungeon Master's Guide* for more on madness.

## MADNESS OF IUZ

### D100 Flaw (lasts until cured)

- |       |  |
|-------|--|
| 01-20 | "Lies are a perfectly acceptable means to an end."   |
| 21-40 | "Guile and duplicity are tools used by the strong and the most fit."                               |
| 41-60 | "I am of two personalities, the strong and angry, or old and cunning."                             |
| 61-70 | "Battle is the best means of sorting the weak from the strong, and those that survive deserve it." |
| 71-80 | "Defeats can be shouldered if revenge can be enacted on those responsible."                        |
| 91-00 | "Inflicting pain, in addition to death, is one of life's great pleasures."                         |

## IUZ'S LAIR

Iuz rules a portion of Oerth, a horrid territory which bears its master's name, from the cursed city of Molag. He also resides for long stretches in the ghastly city of Dorakaa. Few creatures beyond the boundaries of his domain will even speak his name, let alone adore him.

Iuz is rumored to have a Soul Object secreted on the Abyssal layer dominated by the demoness Zuggtmoy, with whom he is known to consort. He is thus free to roam outside his domain without fear of permanent harm.

Iuz's lair is beyond the scope of this tome. Suggested regional effects are shown below, but the DM is encouraged to flesh out other details if it suits the campaign!

### Regional Effects

The region containing Iuz's lair is warped by his magic, creating one or more of the following effects:

- Natural surfaces within 1 mile of Dorakaa that are made of stone or earth become highly jagged or uneven, and grasses and branches are prone to tangle the unwary. Treat this 1-mile radius around his city as difficult terrain.
- Wild beasts within the territory of Iuz are particularly savage and attack, unprovoked, far more often than normal.
- If an evil humanoid takes a short rest within 1 mile of the Dorakaa or Molag while Iuz is in residence, that creature regains double the number of hit points rolled when expending a Hit Die (subject to its hit point maximum).

If Iuz dies or is banished to another plane, these effects fade over the course of 1d10 days.

## IUZ

*Large fiend (demigod, demon, shapechanger), chaotic evil*

**AC:** 24 (natural armor)

**Hit Points:** 437 (38d10 + 228)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	22 (+6)	22 (+6)	24 (+7)	18 (+4)	22 (+6)

**Saving Throws:** Dex +14, Con +14, Wis +12

**Skills:** Deception +14, Insight +12, Perception +12, Persuasion +14

**Damage Resistances:** cold, fire, lightning

**Damage Immunities:** necrotic, poison; bludgeoning, piercing, and slashing that is nonmagical

**Condition Immunities:** charmed, exhaustion, frightened, poisoned

**Senses:** truesight 120 ft., passive Perception 22

**Languages:** all, telepathy 120 ft.

**Challenge:** 26 (90,000 XP)

**Shapechanger:** Iuz can use his action to polymorph into a Large (7-foot-tall) fat human with demonic features, reddish skin, pointed ears, and long steely fingers; or into a Medium old, wrinkled manikin scarcely 5 feet in height; or back into his true form. (Either might be Iuz's true form—or even both.) Aside from his size, his statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed.

**Fiendish Blessing:** Iuz's AC includes his Charisma modifier.

**Innate Spellcasting:** Iuz's spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

- At will: *charm person, detect magic, finger of death, invisibility, phantasmal force, protection from evil and good, remove curse, wall of force*
- 3/day each: *chill touch* (17th level), *cure wounds, raise dead*
- 2/day each: *bestow curse, dispel evil and good, dispel magic, true seeing*
- 1/day each: *antimagic field, command, divine word, gate, heal, symbol, wish*

**Inscrutable:** Iuz is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain Iuz's intentions or sincerity have disadvantage.

**Legendary Resistance (3/Day):** If Iuz fails a saving throw, he can choose to succeed instead.

**Magic Resistance:** Iuz has advantage on saving throws against spells and other magical effects.

**Magic Weapons:** Iuz's weapon attacks are magical.

**Strangling Hold:** At the start of Iuz's turn, a target he is grappling automatically loses 28 (6d6 + 7) hit points.

## ACTIONS

**Multiattack:** Iuz makes two grasp attacks or attacks twice with *Withering Rebuke*. He can substitute Abhorrent Spittle for one of these attacks.

**Abhorrent Spittle (Recharge 5-6; Manikin Form Only):** *Ranged Weapon Attack:* +14 to hit, range 15 ft., one creature. *Hit:* The target must succeed on a DC 22 Constitution saving throw or lose the use of a random upper limb for its next 1d4 + 1 turns and age 1d6 years.

**Grasp:** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage. If a Large or smaller creature is struck by two consecutive grasp attacks, it is grappled (escape DC 22). Until this grapple ends, the target is restrained and subjected to Iuz's Strangling Hold, and Iuz can't use his grasp attack on another target.

**Withering Rebuke (+3 Greatsword; Demon Form Only):** *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 36 (8d8) necrotic damage.

**Teleport:** Iuz magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

## LEGENDARY ACTIONS

Iuz can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Iuz regains spent legendary actions at the start of his turn.

**Attack:** Iuz attacks once with grasp or once with *Withering Rebuke*.

**Chilling Grasp:** Iuz casts *chill touch* (17th level).

**Foul Stare (Costs 3 Actions):** Iuz magically forces a creature he can see within 60 feet of him to make a DC 22 Charisma saving throw. The creature takes 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one. Iuz may instead focus his glance on a hand-held item if desired. In this case the target itself takes no damage, but a single normal weapon or item, magical weapon of less than +3 dweomer, or other magical item of common or uncommon rarity carried by the target is shattered and rendered permanently nonmagical.

**Teleport:** Iuz uses his Teleport action.



## ST. CUTHBERT

St. Cuthbert appears as a stout, red-faced male human, with a drooping, white moustache and flowing, white hair. He wears simple plate armor. Atop his helmet is a crumpled hat, and a starburst of rubies set in platinum hangs on his chest.

St. Cuthbert hates Evil, but his major interest is in Law and Order, and the dual work of conversion and prevention from backsliding of "true believers." He seldom leaves his plane of Arcadia, unless some great duty brings him forth. When on the Material Plane, he sometimes appears as a manure-covered yokel, or as a wanderer clad in brown and green robes, or as an elderly and slight tinkerer. In these guises he tests the doctrine of his faithful or seeks new converts. He can gate to or from Arcadia or the Material Plane at will.

The three orders of the priesthood of St. Cuthbert are the Chapeaux, the Stars, and the Billets. The Chapeaux dress in varying garb, but all wear crumpled hats. They seek to convert people to the faith. The Stars wear dark green robes with a starburst holy symbol of copper, gold, or platinum (depending on their status). They seek to retain doctrinal purity amongst the faithful. The Billets are the most numerous of those in the orders, serving as ministers and protectors of the faithful. Billets dress in simple brown and russet garments and use a holy symbol of an oaken or bronzewood billet.

While St. Cuthbert has many large places of worship, wayside shrines and small, crude chapels are the usual. His followers are found mainly in the central Flanaess, around Greyhawk, the Wild Coast, Urnst, and Verbongon. A great rivalry exists between those who follow St. Cuthbert and the followers of Pholtus (of the Blinding Light).

### ST. CUTHBERT (OF THE CUDGEL)

*Large celestial (lesser deity), lawful good*

**AC:** 22 (+4 plate)

**Hit Points:** 667 (46d10 + 414)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	23 (+6)	29 (+9)	14 (+2)	27 (+8)	23 (+6)

**Saving Throws:** Dex +14, Con +17, Wis +16

**Skills:** Insight +16, Perception +16, Persuasion +14



**Damage Resistances:** cold, fire, lightning

**Damage Immunities:** necrotic, poison; bludgeoning, piercing, and slashing that is nonmagical

**Condition Immunities:** charmed, exhaustion, frightened, poisoned

**Senses:** truesight 120 ft., passive Perception 26

**Languages:** all, telepathy 120 ft.

**Challenge:** 28 (120,000 XP)

**Discorporation:** When St. Cuthbert drops to 0 hit points or dies, his body is destroyed but his essence travels back to his domain in Arcadia, and he is unable to take physical form on the Material Plane for a time.

**Imposing Presence:** Each creature of St. Cuthbert's choice that is within 160 feet of him and aware of him must succeed on a DC 22 Wisdom saving throw or be incapacitated (awed) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends on it, the creature is immune to St. Cuthbert's Imposing Presence for the next 24 hours.

Creatures that are awed stand in place, fixated on the god for the duration of the effect, and cannot take actions or move from where they stand.

**Innate Spellcasting:** St. Cuthbert's spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

- At will: *calm emotions, invisibility, phantasmal force, remove curse, zone of truth*
- 4/day each: *chromatic orb, cure wounds, dispel magic*
- 3/day each: *crusader's mantle, regenerate, resurrection, true seeing*
- 2/day each: *antimagic field, gate, heal, polymorph, protection from evil and good, symbol*
- 1/day each: *command* (duration is 3 rounds), *dispel evil and good, divine word, globe of invulnerability, harm, mass heal, wish*

**Legendary Resistance (4/Day):** If St. Cuthbert fails a saving throw, he can choose to succeed instead.

**Limited Magic Immunity:** Unless he wishes to be affected, St. Cuthbert is immune to spells of 5th level or lower. He has advantage on saving throws against all other spells and magical effects.

**Magic Weapons:** St. Cuthbert's weapon attacks are magical.

**Resolute in Action:** St. Cuthbert is immune to any effect that would control his actions, as well as any charm spell that he refuses. He is immune to all fear spells and effects.

## ACTIONS

**Multiattack:** St. Cuthbert attacks twice with the *Bronzewood Cudgel*, twice with the *Mace of St. Cuthbert*, or attacks once with each of them.

**Booming Homily (Recharge 5-6):** St. Cuthbert delivers a booming, powerful oration. Every humanoid and giant within 200 feet of the god that can hear the sermon must succeed on a DC 22 Wisdom saving throw or be stunned until the homily ends. St. Cuthbert must take a bonus action on his subsequent turns to continue orating. He can stop orating at any time if he wishes, and the oration ends if he is incapacitated.

**Bronzewood Cudgel (+3 Morningstar): Melee Weapon Attack:** +18 to hit, reach 10 ft., one target. *Hit:* 19

## ST. CUTHBERT'S LAIR

St. Cuthbert normally resides in a great edifice called the Basilica of Saint Cuthbert (also sometimes known as the Bastion of Law) in the realm of Arcadia. The lost souls of the faithful are present, acting as silent observers while the god serves out judgments from his Seat of Truth.

St. Cuthbert's lair is beyond the scope of this tome. Suggested lair actions are shown below, and the DM is encouraged to flesh out other campaign-specific details if desired.

### Lair Actions

On initiative count 20 (losing initiative ties), St. Cuthbert can take a lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- St. Cuthbert casts the *darkness* spell four times at its lowest level, targeting different areas with the spell. He doesn't need to concentrate on the spells, which end on initiative count 20 of the next round.
- St. Cuthbert chooses one humanoid of good or lawful alignment within the lair; that individual may regain one lost clerical spell of their choice.
- St. Cuthbert chooses one humanoid within the lair and renders that target creature unable to utter an untruth for 1d6 hours.

(2d8 + 10) piercing damage. In addition, the target must succeed on a DC 22 Wisdom saving throw or be magically beguiled (as if by the *dominate person* spell) for 30 minutes, or until St. Cuthbert's physical form is destroyed or moves to a different plane of existence from the target.

**Mace of St. Cuthbert (+5 Mace of Disruption): Melee Weapon Attack:** +20 to hit, reach 10 ft., one target. *Hit:* 19 (2d6 + 12) bludgeoning damage. On a critical hit, the target also permanently loses 1 point of Intelligence. If a fiend or an undead is struck with this magic weapon, that creature takes an extra 14 (4d6) radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 22 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of St. Cuthbert until the end of his next turn.

**Teleport:** St. Cuthbert magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

## REACTIONS

**Smiting Retort:** In response to taking damage from a weapon attack, St. Cuthbert gains an additional *Mace of St. Cuthbert* attack against the creature that struck him. If this attack is successful, the *Mace* flares with bright light and the target must succeed on a DC 22 Constitution saving throw or be blinded for its next 2d4 turns (in addition to taking the regular damage from the *Mace*).

A creature blinded by this effect makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

**Spell Reflection:** If St. Cuthbert makes a successful saving throw against a spell, or a spell attack misses him, he can choose another creature (including the spellcaster) he can see within 30 feet of him. The spell targets the chosen creature instead of St. Cuthbert. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

## LEGENDARY ACTIONS

St. Cuthbert can take 4 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. St. Cuthbert regains spent legendary actions at the start of his turn.

**Attack:** St. Cuthbert attacks once with the *Bronzewood Cudgel* or once with the *Mace of St. Cuthbert*.

**Energize the Faithful:** St. Cuthbert casts *chromatic orb*.

**Teleport:** St. Cuthbert uses his Teleport action.

**Booming Cry (Costs 2 Actions):** St. Cuthbert voices a powerful battle cry, condemning his foes and urging the faithful to arms. Each evil creature within 30 feet of him must succeed on a DC 22 Wisdom saving throw or become frightened of him for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that saves against this effect is immune to St. Cuthbert's Booming Cry for 24 hours.

## APPENDIX B

# Characters

This appendix includes a summary of pre-generated characters that can be used by either the Dungeon Master or the players, as well as stat blocks and information on the important non player characters encountered in *The Temple of Elemental Evil*.

### READY-TO-PLAY CHARACTERS

The following 1st-level characters can be used as player characters or NPCs. Armor Class and hit points have already been adjusted for Dexterity and Constitution. These characters can have their levels increased by adding a suitable archetype (a martial archetype for a fighter, a bard college for a bard, etc.), rolling the extra Hit Dice, and adding any Constitution bonuses for each level above 1st.



Name	Gleep Wurp the Eyebiter	Cloyer Bulse the Magsman	Roarky Swerked	Frush O'Suggill	Fonkin Hoddypeak
Sex	Female	Male	Male	Male	Male
Race	Human	Human	Human	Human	High Elf
Level (HD)	1 (1d6)	1 (1d8)	1 (1d8)	1 (1d10)	1 (1d6)
Class	Wizard	Rogue	Cleric	Fighter	Wizard
Background	Sage	Criminal	Charlatan	Sailor	Guild Artisan
Alignment	NG	N	LN	LG	CG
AC	12	15	17	15	14
Initiative	+2	+4	+1	+2	+4
Speed	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.
Prof. Bonus	+2	+2	+2	+2	+2
Hit Points	7	8	10	13	7
Strength	10 (+0)	11 (+0)	12 (+1)	16 (+3)	15 (+2)
Dexterity	15 (+2)	18 (+4)	12 (+1)	14 (+2)	18 (+4)
Constitution	12 (+1)	11 (+0)	14 (+2)	16 (+3)	13 (+1)
Intelligence	16 (+3)	14 (+2)	10 (+0)	10 (+0)	15 (+2)
Wisdom	11 (+0)	10 (+0)	18 (+4)	10 (+0)	9 (-1)
Charisma	12 (+1)	15 (+2)	17 (+3)	10 (+0)	15 (+2)
Skills & Proficiencies	Arcana +5	Acrobatics +6	Deception +5	Acrobatics +4	Arcana +4
	History +5	Deception +4	Insight +6	Athletics +5	Insight +1
	Insight +2	Intimidation +4	Religion +4	Perception +2	Investigation +4
	Investigation +5	Persuasion +4	Sleight of Hand +3	Survival +2	Perception +1
		Sleight of Hand +6	Disguise kit +2	Navigator's tools +2	Persuasion +4
		Stealth +8	Forgery kit +2	Vehicles (water) +2	Alchemist's supplies +2
		Dice set +2			
		Forgery kit +2			
		Thieves' tools +4			
Armor	None	Leather armor	Scale mail, shield	Chain shirt	None
Weapons	Quarterstaff, darts (6)	Daggers (4), hand crossbow	Mace	Longsword, rapier, shortbow, daggers (2)	Longsword, longbow
Special Items	Arcane focus, scholar's pack, scroll tube, spellbook	Antitoxin (1 vial), burglar's pack, forgery kit, thieves' tools	Disguise kit, forgery kit, holy symbol (silver), holy water (3 flasks), prayer book, priest's pack	Caltrops (bag of 20), explorer's pack, navigator's tools, silk rope (50 feet)	Alchemist's supplies, component pouch, explorer's pack, spellbook

Name	Fierd Trantle	Redmod Dumpie	Faffle Dwe'o-mercraeft	Beek Cwenders ofCroodle	Perifinkle Hodgepudge
Sex	Female	Male	Female	Male	Female
Race	Stout Halfling	Mountain Dwarf	Human	Half-Elf	Forest Gnome
Level (HD)	1 (1d8)	1 (1d10)	1 (1d6)	1 (1d10)	1 (1d8)
Class	Cleric	Fighter	Sorcerer	Ranger	Bard
Background	Acolyte	Outlander	Hermit	Soldier	Folk Hero
Alignment	LG	LN	N	CG	NC
AC	15	18	13	15	14
Initiative	+3	+1	+3	+3	+3
Speed	25 ft.	25 ft.	30 ft.	30 ft.	25 ft.
Prof. Bonus	+2	+2	+2	+2	+2
Hit Points	11	13	8	14	10
Strength	14 (+2)	18 (+4)	15 (+2)	15 (+2)	10 (+0)
Dexterity	17 (+3)	12 (+1)	16 (+3)	17 (+3)	17 (+3)
Constitution	16 (+3)	17 (+3)	15 (+2)	18 (+4)	14 (+2)
Intelligence	12 (+1)	10 (+0)	12 (+1)	14 (+2)	13 (+1)
Wisdom	16 (+3)	8 (-1)	17 (+3)	16 (+3)	9 (-1)
Charisma	14 (+2)	8 (-1)	16 (+3)	12 (+1)	17 (+3)
Skills & Proficiencies	Insight +5	Acrobatics +3	Deception +5	Animal Handling +5	Animal Handling +1
	Medicine +5	Athletics +6	Intimidation +5	Athletics +4	Performance +5
	Religion +3	History +2	Medicine +5	Intimidation +3	Sleight of Hand +5
	Persuasion +4	Survival +1	Religion +3	Investigation +4	Stealth +5
		Flute +2	Herbalism kit +2	Nature +5	Survival +1
		Brewer's supplies +2		Perception +5	Alchemist's supplies +2
				Stealth +4	Calligrapher's supplies +2
				Playing card set +2	Flute +2
				Vehicles (land) +2	Lute +2
					Mandolin +2
					Vehicles (land) +2
Armor	Studded leather	Chain mail, shield	None	Studded leather	None
Weapons	Quarterstaff, sickle	Battleaxe, flail, heavy crossbow	Quarterstaff, sling	Longsword, longbow, javelins (3)	Shortsword, shortbow, dagger
Special Items	Explorer's pack, herb-alism kit, holy symbol (wood)	Brewer's supplies, dungeoneer's pack, flute, hunting trap	Arcane focus, dungeoneer's pack, herbalism kit, scroll tube	Explorer's pack, healer's kit, playing card set	Alchemist's fire (2 flasks), calligrapher's supplies, entertainer's pack, flute, lute, mandolin

## NONPLAYER CHARACTERS

The following nonplayer characters (NPCs) occur throughout the pages of this adventure. Their full statistics are provided in this central location for ease of use during the game.

### ASPIRING DRUID

Medium humanoid (any race), neutral

**AC:** 10

**Hit Points:** 5 (1d8 + 1)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	13 (+1)	15 (+2)	11 (+0)

**Saving Throws:** Intelligence +3, Wisdom +4

**Skills:** Nature +3, Survival +4

**Senses:** passive Perception 12

**Languages:** Common

**Challenge:** 1/2 (100 XP)

**Spellcasting:** The aspiring druid is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *druidcraft, shillelagh*
- 1st level (2 slots): *animal friendship, goodberry, speak with animals*

#### ACTIONS

**Club:** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

### BADGER CAPTAIN

Medium humanoid (any race), neutral

**AC:** 21 (splint, +2 shield)

**Hit Points:** 32 (5d8 + 10)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	11 (+0)	13 (+1)	14 (+2)

**Skills:** Athletics +4, Perception +3

**Senses:** passive Perception 13

**Languages:** Common

**Challenge:** 1 (200 XP)

**Special Equipment:** The Badger Captain wields a +1 longsword and uses a +2 shield.

#### ACTIONS

**+1 Longsword:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Light Crossbow:** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

**Dagger:** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## BADGER GUARD

Medium humanoid (any race), neutral

**AC:** 16 (scale mail, shield)

**Hit Points:** 13 (2d8 + 4)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Skills:** Perception +2

**Senses:** passive Perception 12

**Languages:** Common

**Challenge:** 1/4 (50 XP)

### ACTIONS

**Longsword:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

## BADGER LIEUTENANT

Medium humanoid (any race), neutral

**AC:** 19 (chain mail, +1 shield)

**Hit Points:** 26 (4d8 + 8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	9 (-1)	13 (+1)	10 (+0)

**Skills:** Athletics +4, Perception +3

**Senses:** passive Perception 13

**Languages:** Common

**Challenge:** 1/2 (100 XP)

**Special Equipment:** The Badger Lieutenant uses a +1 shield.

### ACTIONS

**Flail:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

**Light Crossbow:** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Dagger:** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## BANDIT LEADER

Medium humanoid (any race), any non-lawful alignment

**AC:** 18 (chain mail, shield)

**Hit Points:** 19 (3d8 + 6)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Skills:** Athletics +4, Perception +2

**Senses:** passive Perception 12

**Languages:** Common

**Challenge:** 1/4 (50 XP)

### ACTIONS

**Longsword:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2 slashing damage) if used with two hands.

**Spear:** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

## BARKINAR

Medium humanoid (human), chaotic evil

**AC:** 23 (+1 plate, +2 shield)

**Hit Points:** 52 (7d8 + 21)

**Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	16 (+3)	16 (+3)	17 (+3)	8 (-1)

**Skills:** Medicine +6, Religion +6

**Senses:** passive Perception 13

**Languages:** Common, Goblin

**Challenge:** 5 (1,800 XP)

**Special Equipment:** Barkinar is clad in +1 plate and a +2 shield, wields a *staff of striking*, and possesses *boots of levitation*, a *potion of superior healing*, and a *potion of speed*.

**Spellcasting:** Barkinar is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Barkinar has the following cleric spells prepared:

- Cantrips (at will): *guidance*, *light*, *resistance*, *sacred flame*
- 1st level (4 slots): *command*, *cure wounds*, *sanctuary*
- 2nd level (3 slots): *hold person*, *prayer of healing*, *protection from poison*, *silence*
- 3rd level (3 slots): *bestow curse*, *dispel magic*
- 4th level (1 slots): *death ward*

### ACTIONS

**Staff of Striking:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands. The staff has 10 charges. When Barkinar hits with a melee attack using it, he can expend up to 3 of its charges. For each charge he expends, the target takes an extra 3 (1d6) force damage. The staff regains 1d6 + 4 expended charges at dawn each day.



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## BRUNK

Medium humanoid (half-orc), neutral evil

**AC:** 18 (+1 leather armor, shield, ring of protection)

**Hit Points:** 45 (7d8 + 14)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	10 (+0)

**Saving Throws:** Dex +5

**Skills:** Acrobatics +5, Athletics +4, Intimidation +2, Stealth +5

**Senses:** passive Perception 10

**Languages:** Common, Orc

**Challenge:** 3 (700 XP)

**Special Equipment:** Brunk wears +1 leather armor and a *ring of protection* (not factored into saving throws). His shield is rigged to fire poison darts; it can hold a maximum of six. He wields a +1 dagger marked with 16 scratched hashmarks on the handle.

**Assassinate:** During his first turn, Brunk has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Brunk scores against a surprised creature is a critical hit.

**Brave:** Brunk has advantage on saving throws against being frightened.

**Evasion:** If Brunk is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

**Relentless Endurance (Recharges after a Long Rest):**

When Brunk is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

**Savage Attacks:** When Brunk scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

## ACTIONS

**Multiattack:** Brunk can make two longsword attacks, one longsword attack and one dagger attack, or three poisoned dart attacks.

**Longsword:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10



+ 2) slashing damage if used with two hands.

**+1 Dagger:** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

**Poisoned Dart:** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 14 (4d6) poison damage on a failed save. The target has advantage on the saving throw.

## BURNE

Medium humanoid (human), lawful good

**AC:** 11 (*ring of protection*)

**Hit Points:** 36 (8d8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	11 (+0)	17 (+3)	11 (+0)	12 (+1)

**Skills:** Arcana +6, Investigation +6

**Senses:** passive Perception 10

**Languages:** Common, Dwarvish, Elvish, Gnomish

**Challenge:** 5 (1,800 XP)

**Special Equipment:** Burne wears a *ring of protection* (not factored into saving throws), wields a +1 dagger and a *wand of magic missiles*, and carries a *chime of opening* (with 9 uses left). His spellbook is detailed in a sidebar near area 31 in chapter 4.

**Spellcasting:** Burne is an 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Burne has the following wizard spells prepared:

- Cantrips (at will): *dancing lights, fire bolt, light, mage hand*
- 1st level (4 slots): *burning hands, detect magic, feather fall, jump*
- 2nd level (3 slots): *levitate, mirror image*
- 3rd level (3 slots): *dispel magic, fireball, tongues*
- 4th level (2 slots): *dimension door, wall of fire*

### ACTIONS

**+1 Dagger:** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



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# CANON BELSORNIG

Medium humanoid (human), chaotic evil

**AC:** 20 (+1 plate, dual wielder)

**Hit Points:** 45 (6d8 + 18)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	13 (+1)	16 (+3)	15 (+2)

**Saving Throws:** Dex +7, Wis +6

**Skills:** Deception +5, Intimidation +8, Perception +6, Stealth +10

**Condition Immunities:** paralyzed and restrained by magic (*ring of free action*)

**Senses:** passive Perception 16

**Languages:** Common, Giant, Goblin

**Challenge:** 5 (1,800 XP)

**Special Equipment:** Belsornig is clad in +1 plate and wears a *ring of free action* on the index finger of his right hand. In close-quarters battle, he prefers using his *mace of smiting*.

**Dark Devotion:** Belsornig has advantage on saving throws against being charmed or frightened.

**Dual Wielder:** Belsornig gains a +1 bonus to AC while he is wielding a separate melee weapon in each hand. He can use two-weapon fighting even when the one-handed melee weapons he is wielding aren't light. He can draw or stow two one-handed weapons when he would normally be able to draw or stow only one.

**Spellcasting:** Belsornig is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Belsornig has the following cleric spells prepared:

- Cantrips (at will): *light, resistance, sacred flame, thaumaturgy*
- 1st level (4 slots): *command, cure wounds, sanctuary*
- 2nd level (3 slots): *hold person, prayer of healing, silence, spiritual weapon*
- 3rd level (3 slots): *dispel magic, protection from energy*

**Virulent Strike:** Belsornig may, as a bonus action, expend a spell slot to cause his melee attacks to magically deal an extra 14 (4d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If he



expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

## ACTIONS

**Multiattack:** Belsornig can make two melee attacks per round, one with his *mace of smiting* and one with his mace.

**Mace of Smiting:** *Melee Weapon Attack:* +6 to hit or +8 to hit vs. constructs, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 8 (1d6 + 5) bludgeoning damage vs. constructs. If a 20 is rolled to hit, the target takes an additional 7 bludgeoning damage, or 14 bludgeoning damage if it's a construct. A construct with 25 or fewer hit points after it takes this damage is destroyed.

**Mace:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.



## CARSON

Medium humanoid (human), chaotic neutral (evil)

**AC:** 12

**Hit Points:** 13 (3d8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	12 (+1)	14 (+2)	8 (-1)

**Skills:** Deception +1, Nature +3, Perception +4

**Senses:** passive Perception 14

**Languages:** Common, Goblin

**Challenge:** 1/2 (100 XP)

**Snoop:** Carson has advantage on Wisdom (Perception) checks that rely on hearing.

### ACTIONS

**Multiattack:** Carson can make two melee attacks per round.

**Crab Toss (Recharge 5-6):** Carson hurls a bucket of crabs at the face of an opponent within 10 feet of him. The target must succeed on a DC 10 Constitution saving throw or be blinded until the end of Carson's

next turn. A creature that succeeds on the saving throw is immune to this effect.

**Gaff:** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

**Hand Crossbow:** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## CLERIC

Medium humanoid (any race), any alignment

**AC:** 18 (breastplate, shield)

**Hit Points:** 16 (3d8 + 3)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	10 (+0)	16 (+3)	11 (+0)

**Skills:** Religion +2

**Senses:** passive Perception 13

**Languages:** Common

**Challenge:** 1 (200 XP)

**Special Equipment:** The cleric wields a +1 mace.

**Spellcasting:** The cleric is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

- Cantrips (at will): *guidance, mending, resistance*
- 1st level (4 slots): *bless, command, cure wounds, detect evil and good, detect magic*
- 2nd level (2 slots): *silence*

### ACTIONS

**+1 Mace:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.



## COMMANDER FELDRIN

Medium humanoid (human), neutral evil

**AC:** 17 (+1 leather armor, cloak of protection)

**Hit Points:** 45 (7d8 + 14)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	13 (+1)	9 (-1)	17 (+3)

**Saving Throws:** Dex +6, Cha +5

**Skills:** Acrobatics +6, Persuasion +7, Sleight of Hand +6, Stealth +8

**Senses:** passive Perception 9

**Languages:** Common, Orc

**Challenge:** 4 (1,100 XP)

**Special Equipment:** Feldrin wears +1 leather armor and a cloak of protection (not factored into saving throws). He wields a +2 longsword and possesses a belt of holding (see appendix D).

**Evasion:** If Feldrin is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on

the saving throw, and only half damage if he fails.

**Sneak Attack (1/turn):** Feldrin deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Feldrin doesn't have disadvantage on the attack roll.

---

### ACTIONS

**Multiaction:** Feldrin can make two melee attacks.

**+2 Longsword:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

**Handaxe:** *Melee Weapon or Ranged Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

---

## CURATE

Medium humanoid (any race), any alignment

**AC:** 18 (chain mail, shield)

**Hit Points:** 22 (4d8 + 4)

**Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	13 (+1)	12 (+1)	15 (+2)	14 (+2)

**Skills:** Persuasion +4, Religion +3

**Senses:** passive Perception 12

**Languages:** Common

**Challenge:** 1 (200 XP)

**Dark Devotion:** The curate has advantage on saving throws against being charmed or frightened.

**Spellcasting:** The curate is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

- Cantrips (at will): *light, resistance, sacred flame, thaumaturgy*
- 1st level (4 slots): *command, cure wounds, sanctuary*
- 2nd level (3 slots): *hold person, silence, spiritual weapon*

---

### ACTIONS

**Mace:** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

## DARKO, HALF-ORC FOOTPAD

Medium humanoid (half-orc), lawful evil

AC: 12

**Hit Points:** 13 (3d8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	10 (+0)	11 (+0)	10 (+0)

**Skills:** Athletics +4, Intimidation +4, Stealth +4, Sleight of Hand +6

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** Common, Orc

**Challenge:** 1/2 (100 XP)

---

### Relentless Endurance (Recharges after a Long Rest):

When Darko is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

**Savage Attacks:** When Darko scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Sneak Attack (1/Turn):** Darko deals an extra 3 (1d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Darko doesn't have disadvantage on the attack roll.

---

### ACTIONS

**Unarmed Strike:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1 + 2) bludgeoning damage.



## DEGGUM

Medium humanoid (half-elf), lawful evil

AC: 17 (chain shirt, shield)

**Hit Points:** 40 (9d8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	10 (+0)	15 (+2)	18 (+4)	11 (+0)

**Skills:** Arcana +5, Religion +8

**Damage Resistances:** fire (*ring of resistance*)

**Senses:** passive Perception 14

**Languages:** Common, Giant, Goblin

**Challenge:** 5 (1,800 XP)

**Special Equipment:** Deggum has a *ring of resistance* (fire), a *potion of growth*, a *potion of healing*, and a black scarab (see "Altar Curtain" in area 419 in chapter 12), and he always carries his spellbook in a pack.

**Spellcasting:** Deggum is a 9th-level spellcaster. His spellcasting ability for cleric spells is Wisdom (spell save DC 15, +7 to hit with spell attacks) and his spellcasting ability for wizard spells is Intelligence (spell save DC 13, +5 to hit with spell attacks). Deggum has the following cleric and wizard spells prepared:

- Cantrips (at will): *blade ward*,<sup>w</sup> *chill touch*,<sup>w</sup> *guidance*,<sup>c</sup> *light*,<sup>c</sup> *minor illusion*,<sup>w</sup> *ray of frost*,<sup>w</sup> *resistance*,<sup>c</sup> *sacred flame*<sup>c</sup>
  - 1st level (4 slots): *bless*,<sup>c</sup> *cure wounds*,<sup>c</sup> *detect magic*,<sup>c</sup> *jump*,<sup>w</sup> *magic missile*,<sup>w</sup> *sanctuary*,<sup>c</sup> *shield*<sup>w</sup>
  - 2nd level (3 slots): *augury*,<sup>c</sup> *hold person*,<sup>c</sup> *invisibility*,<sup>w</sup> *magic weapon*,<sup>w</sup> *protection from poison*,<sup>c</sup> *spider climb*,<sup>w</sup> *spiritual weapon*<sup>c</sup>
  - 3rd level (3 slots): *animate dead*<sup>c</sup>
  - 4th level (3 slots):
  - 5th level (1 slots):
- <sup>c</sup> Cleric spell, <sup>w</sup> Wizard spell

## ACTIONS

**Shortsword:** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

## ELMO, HUMAN RANGER

Medium humanoid (human), neutral good

**AC:** 21 (+1 chain mail, +2 shield)

**Hit Points:** 30 (4d8 + 12)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	15 (+2)	16 (+3)	11 (+0)

**Skills:** Athletics +6, Perception +5, Survival +5

**Senses:** passive Perception 15

**Languages:** Common, Giant

**Challenge:** 3 (700 XP)

**Special Equipment:** Elmo is clad in +1 chain mail and a +2 shield. He wields a +1 battleaxe and a +2 dagger.

**Dueling:** When wielding a weapon in one hand and no other melee weapons, Elmo gains +2 to damage rolls with that weapon (not factored into attacks).

**Favored Enemy:** Elmo's favored enemies are giants. He has advantage on Wisdom (Survival) checks to track giants, as well as on Intelligence checks to recall information about them.

**Horde Breaker:** Once on each of his turns when he makes a weapon attack, Elmo can make another attack with the same weapon against a different creature that



is within 5 feet of the original target and within range of his weapon.

**Natural Explorer:** Elmo's favored terrain is the forest.

**Primeval Awareness:** Elmo can use an action and expend one ranger spell slot to focus his awareness on the region around him. For 1 minute per level of the spell slot he expends, he can sense whether the following types of creatures are present within 1 mile of him (or within up to 6 miles if he is in the forest): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

**Spellcasting:** Elmo is a 3rd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Elmo knows the following ranger spells:

- 1st level (3 slots): *cure wounds*, *jump*, *longstrider*

## ACTIONS

**+1 Battleaxe:** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

**+2 Dagger:** Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 8 (1d4 + 6) piercing damage.

## ELRIS

Medium humanoid (half-elf), neutral

**AC:** 13 (16 with *mage armor*)

**Hit Points:** 49 (9d8 + 9)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	17 (+3)	12 (+1)	14 (+2)

**Saving Throws:** Int +6, Wis +4

**Skills:** Arcana +6, History +9

**Condition Immunities:** paralyzed and restrained by magic (*ring of free action*)

**Senses:** darkvision 60 ft., passive Perception 11

**Languages:** Common, Elvish, Giant, Goblin

**Challenge:** 5 (1,800 XP)

**Special Equipment:** Elris wears a *ring of free action* on the index finger of his right hand. In close-quarters battle, he prefers to use his *wand of magic missiles*.

**Spellcasting:** Elris is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Elris has the following wizard spells prepared:

- Cantrips (at will): *acid splash, light, mage hand, message*
- 1st level (4 slots): *color spray, comprehend languages, mage armor, sleep*
- 2nd level (3 slots): *hold person, invisibility, locate object*
- 3rd level (3 slots): *clairvoyance, slow*
- 4th level (3 slots): *dimension door, polymorph*
- 5th level (1 slots): *legend lore*

## ACTIONS

**Poniard (Long Dagger):** *Melee or Ranged Weapon*

*Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



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## FALRINTH

Medium humanoid (human), chaotic evil

**AC:** 15 (*bracers of defense*)

**Hit Points:** 52 (8d8 + 16)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	17 (+3)	10 (+0)	12 (+1)

**Saving Throws:** Int +6

**Skills:** Arcana +6, History +6

**Senses:** passive Perception 10

**Languages:** Common, Giant, Goblin, Orc

**Challenge:** 5 (1,800 XP)

**Special Equipment:** Falrinth wears *bracers of defense* and carries a *spell scroll of wall of force*.

**Magic Resistance:** Falrinth has advantage on saving throws against spells and other magical effects when he is within 10 feet of his **quasit familiar** (Kriitch).

**Spellcasting:** Falrinth is an 8th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Falrinth has the following wizard spells prepared:

- Cantrips (at will): *acid splash, blade ward, dancing lights, poison spray*
- 1st level (4 slots): *burning hands, charm person, jump, Tasha's hideous laughter*
- 2nd level (3 slots): *darkness, invisibility, mirror image*
- 3rd level (3 slots): *dispel magic, lightning bolt*
- 4th level (2 slots): *dimension door, stoneskin*

## ACTIONS

**Dagger:** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

## FLEDGLING MAGE

Medium humanoid (any race), any alignment

**AC:** 10

**Hit Points:** 9 (2d8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	10 (+0)	16 (+3)	13 (+1)	11 (+0)

**Skills:** Arcana +5

**Senses:** passive Perception 11

**Languages:** Common, Draconic

**Challenge:** 1/2 (100 XP)

**Spellcasting:** The mage is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

- Cantrips (at will): *friends, light, prestidigitation*
- 1st level (3 slots): *detect magic, illusory script, shield, silent image, sleep*

## ACTIONS

**Dagger:** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

## GUARD CAPTAIN

Medium humanoid (any race), any alignment

**AC:** 21 (plate, shield)

**Hit Points:** 30 (4d8 + 12)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

**Skills:** Perception +2

**Senses:** passive Perception 12

**Languages:** Common

**Challenge:** 1 (200 XP)

**Defense:** While the guard captain is wearing armor, it gains a +1 bonus to AC.

### ACTIONS

**Multiattack:** The guard captain makes two melee attacks.

**Longsword:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Javelin:** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## GUARD COMMANDER

Medium humanoid (any race), any alignment

**AC:** 21 (plate, shield)

**Hit Points:** 37 (5d8 + 15)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

**Skills:** Perception +2

**Senses:** passive Perception 12

**Languages:** Common

**Challenge:** 1 (200 XP)

**Special Equipment:** The guard commander wields a +1 battleaxe.

**Defense:** While the guard commander is wearing armor, it gains a +1 bonus to AC.

### ACTIONS

**Multiattack:** The guard commander makes two melee attacks.

**+1 Battleaxe:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

**Javelin:** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## GUARD LEADER

Medium humanoid (any race), any alignment

**AC:** 19 (chain mail, shield)

**Hit Points:** 19 (3d8 + 6)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

**Skills:** Perception +2

**Senses:** passive Perception 12

**Languages:** Common

**Challenge:** 1/2 (100 XP)

**Defense:** While the guard leader is wearing armor, it gains a +1 bonus to AC.

### ACTIONS

**Multiattack:** The guard leader makes two melee attacks.

**Longsword:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Javelin:** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



## HARTSCH, ADEPT OF THE EARTH TEMPLE

Medium humanoid (human), neutral evil

**AC:** 18 (plate)

**Hit Points:** 13 (2d8 + 4)

**Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	15 (+2)	10 (+0)	16 (+3)	11 (+0)

**Skills:** Deception +2, Religion +2

**Senses:** passive Perception 10

**Languages:** Common

**Challenge:** 1/2 (100 XP)

**Dark Devotion:** Hartsch has advantage on saving throws against being charmed or frightened.

**Spellcasting:** Hartsch is a 2nd-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Hartsch has the following cleric spells prepared:

- Cantrips (at will): *guidance, mending, resistance*
- 1st level (3 slots): *bane, command, cure wounds, detect*

*evil and good, inflict wounds*

## ACTIONS

**Mace:** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

## HUDDE

Medium humanoid (human), neutral

**AC:** 10

**Hit Points:** 9 (2d8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	13 (+1)	14 (+2)	10 (+0)

**Skills:** Deception +2, Nature +3, Perception +4

**Senses:** passive Perception 14

**Languages:** Common

**Challenge:** 0 (10 XP)

## ACTIONS

**Dagger:** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

## JAER

Medium humanoid (human), neutral

**AC:** 15 (padded armor, padded shield)

**Hit Points:** 5 (1d8 + 1)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	14 (+2)	13 (+1)	11 (+0)

**Skills:** History +4, Insight +3

**Senses:** passive Perception 11

**Languages:** Common

**Challenge:** 1/8 (25 XP)

**Special Equipment:** Jaer has special padded armor, a padded shield, and weaver's tools made from scraps. He has a lantern and 20 woven "fireballs" (see below).

### ACTIONS

**Longsword:** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage, or 5 (1d10) slashing damage if used with two hands.

**Light Hammer:** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

**Dagger:** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Woven "Fireball":** *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one target. *Hit:* 2 (1d4) fire damage, and the target catches on fire. At the start of each of the target's next 2 turns, it takes 5 (2d4) fire damage. A creature can spend an action to snuff out the flames.



## JAROO ASHSTAFF

Medium humanoid (human), neutral

**AC:** 11 (padded armor, *cloak of protection*)

**Hit Points:** 45 (7d8 + 14)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	9 (-1)	15 (+2)	11 (+0)	18 (+4)	15 (+2)

**Saving Throws:** Int +2, Wis +6

**Skills:** Nature +2, Survival +6

**Senses:** passive Perception 14

**Languages:** Common, Druidic

**Challenge:** 4 (1,100 XP)

**Special Equipment:** Jaroo wears a *cloak of protection* (not factored into saving throws), has a *ring of invisibility*, and wields a *staff of the python* and a +1 scimitar.

**Spellcasting:** Jaroo is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Jaroo has the following druid spells prepared:

- Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
- 1st level (4 slots): *charm person*, *cure wounds*, *detect magic*, *entangle*, *faerie fire*, *speak with animals*
- 2nd level (3 slots): *barkskin*, *heatmetal*, *lesser restoration*, *protection from poison*
- 3rd level (3 slots):
- 4th level (1 slot): *conjure woodland beings*

### ACTIONS

**Staff of the Python:** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning, or 4 (1d8) bludgeoning damage if used with two hands.

**+1 Scimitar:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6 + 1) slashing damage.

**Wild Shape (2/Short or Long Rest):** Jaroo can assume the form of any beast (up to CR 1/2, no flying speed) that he has seen. Each change can last up to 3 hours, although Jaroo can use a bonus action on his turn to switch back to his true form.



## KELLA, HALF-ELF DRUID SPY

Medium humanoid (half-elf), neutral

**AC:** 13

**Hit Points:** 49 (9d8 + 9)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	11 (+0)	16 (+3)	15 (+2)

**Saving Throws:** Int +3, Wis +6

**Skills:** Deception +5, Medicine +6, Nature +3, Perception +6, Survival +6

**Senses:** darkvision 30 ft., passive Perception 16

**Languages:** Common, Druidic, Elvish, Giant

**Challenge:** 5 (1,800 XP)

**Special Equipment:** Kella carries a *phylactery of change* (see appendix D).

**Fey Ancestry:** Kella has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Spellcasting:** Kella is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Kella has the following druid spells prepared:

- Cantrips (at will): *druidcraft, produce flame, shillelagh*
- 1st level (4 slots): *cure wounds, detect magic, entangle, faerie fire, speak with animals*
- 2nd level (3 slots): *barkskin, lesser restoration, protection from poison*
- 3rd level (3 slots): *dispel magic, protection from energy*
- 4th level (3 slot): *wall of fire*
- 5th level (1 slot): *greater restoration*

### ACTIONS

**Club:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

**Wild Shape (2/Short or Long Rest):** Kella can assume the form of any beast (up to CR 1) that she has seen. Each change can last up to 4 hours, although Kella can use a bonus action on her turn to switch back to her true form.



## KELNO THE PREFECT

Medium humanoid (human), chaotic evil

**AC:** 18 (*+1 chain mail, ring of protection*)

**Hit Points:** 32 (5d8 + 10)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)	13 (+1)

**Saving Throws:** Wis +5

**Skills:** Deception +3, History +2, Religion +4

**Senses:** passive Perception 13

**Languages:** Common, Goblin

**Challenge:** 3 (700 XP)

**Special Equipment:** Kelno wears *+1 chain mail* and a *ring of protection* (not factored into saving throws). He wields a *+1 ridged mace* and a *dagger of venom*, and carries a *spell scroll of darkness*.

**Spellcasting:** Kelno is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Kelno has the following cleric spells prepared:

- Cantrips (at will): *light, mending, resistance, sacred flame*
- 1st level (4 slots): *command, cure wounds, protection from evil and good, sanctuary*
- 2nd level (3 slots): *blindness/deafness, hold person, silence*
- 3rd level (2 slots): *protection from energy*

### ACTIONS

**Dagger of Venom:** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. The dagger can't be used again this way until the next dawn.

**+1 Ridged Mace:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

### REACTIONS

**Deathly Wind:** Kelno tries to magically deflect a

ranged attack made against him, provided the attacker is within 60 feet of Kelno and Kelno can see it. Kelno must decide to do so before the attack hits or misses.

The attacker must make a DC 13 Constitution saving throw. On a failed save the attack fails and the attacker is knocked prone.

## KNARFALLAN, GNOME ROGUE

*Small humanoid (forest gnome), neutral*

**AC:** 12

**Hit Points:** 9 (2d6 + 2)

**Speed:** 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	14 (+2)	11 (+0)	13 (+1)

**Skills:** Sleight of Hand +6, Stealth +6

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** Common, Gnomish, Thieves' Cant

**Challenge:** 1/4 (50 XP)

**Gnome Cunning:** Knarf has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Natural Illusionist:** Knarf knows the *minor illusion* cantrip. His spellcasting ability for it is Intelligence (save DC 12).

**Sneak Attack (1/turn):** Knarf deals an extra 3 (1d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Knarf doesn't have disadvantage on the attack roll.

**Speak with Small Beasts:** Through sounds and gestures, Knarf can communicate simple ideas with small or smaller beasts.

### ACTIONS

**Unarmed Strike:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1 + 1) bludgeoning damage.



## KOBORT

Medium humanoid (human), neutral

**AC:** 20 (splint mail, shield)

**Hit Points:** 19 (2d8 + 10)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	6 (-2)	8 (-1)	11 (+0)

**Skills:** Acrobatics +5, Athletics +6, Intimidation +2

**Senses:** passive Perception 9

**Languages:** Common

**Challenge:** 1/2 (100 XP)

**Action Surge (Recharges after a Short or Long Rest):**

On his turn, Kobort can take an additional action.

**Defense:** While Kobort is wearing armor, he gains a +1 bonus to AC.

**Second Wind (Recharges after a Short or Long Rest):**

As a bonus action, Kobort can regain 7 (1d10 + 2) hit points.

**Tough:** Kobort's maximum hit points are increased by 4.

### ACTIONS

**Longsword:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

**Dagger:** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.





## LARETH THE BEAUTIFUL

Medium humanoid (human), chaotic evil

**AC:** 19 (+1 plate) or 20 (+1 plate, dual wielder)

**Hit Points:** 37 (5d8 + 15)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	14 (+2)	18 (+4)	18 (+4)

**Saving Throws:** Wis +6, Cha +6

**Skills:** Perception +6

**Condition Immunities:** paralyzed and restrained by magic (*ring of free action*)

**Senses:** passive Perception 16

**Languages:** Common

**Challenge:** 3 (700 XP)

**Special Equipment:** Lareth wears +1 plate and a *ring of free action* and wields a *staff of striking*.

**Dual Wielder:** Lareth is a master at fighting with two weapons. He gains a +1 bonus to his AC while wielding two weapons. He can use two-weapon fighting even

when the one-handed melee weapons he wields aren't light. He can stow or draw two one-handed weapons as an action.

**Malevolent Eminence:** As a bonus action, Lareth can expend a spell slot to cause a melee weapon attack to magically deal an extra 3 (1d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If Lareth expends a spell slot of 2nd level or higher, the extra damage increases by 3 (1d6) for each level above 1st.

**Spellcasting:** Lareth is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Lareth has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, resistance, sacred flame*
- 1st level (4 slots): *command, cure wounds, protection from evil and good, sanctuary*
- 2nd level (3 slots): *blindness/deafness, hold person, silence*
- 3rd level (2 slots): *bestow curse, protection from energy*

### ACTIONS

**Multiattack:** Lareth makes one *staff of striking* attack and one mace attack.

**Staff of Striking:** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage, or 11 (1d8 + 7) bludgeoning damage if used with two hands. The staff has 10 charges. When Lareth hits with a melee attack using it, he can expend up to 3 of its charges. For each charge he expends, the target takes an extra 3 (1d6) force damage. The staff regains 1d6 + 4 expended charges at dawn each day.

**Mace:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

## LIEUTENANT

Medium humanoid (any race), any alignment

**AC:** 20 (plate, shield)

**Hit Points:** 37 (5d8 + 15)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	17 (+3)	12 (+1)	10 (+0)	7 (-2)

**Skills:** Athletics +4, Perception +2

**Senses:** passive Perception 12

**Languages:** Common

**Challenge:** 1 (200 XP)

### ACTIONS

**Longsword:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Handaxe:** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Longbow:** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Dagger:** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



## MURFLES, ELF FOOTPAD

Medium humanoid (high elf), neutral good

**AC:** 15 (leather armor)

**Hit Points:** 26 (4d8 + 8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	9 (-1)	11 (+0)	14 (+2)

**Saving Throws:** Dex +6, Int +1

**Skills:** Deception +4, Insight +4, Investigation +1, Perception +4, Persuasion +4, Sleight of Hand +6, Stealth +6

**Senses:** darkvision 60 ft., passive Perception 14

**Languages:** Common, Elvish, Goblin, Thieves' Cant

**Challenge:** 1 (200 XP)

**Action Surge (Recharges after a Short or Long Rest):** On her turn, Murfles can take an additional action.

**Cantrip:** Murfles can use an action to cast the *message* cantrip.

**Cunning Action:** On each of her turns, Murfles can use a bonus action to take the Dash, Disengage, or Hide action.

**Second Wind (Recharges after a Short or Long Rest):** As a bonus action, Murfles can regain 7 (1d10 + 2) hit points.

**Sneak Attack:** Murfles deals an extra 3 (1d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers who isn't incapacitated and Murfles doesn't have disadvantage on the attack roll.

## ACTIONS

**Longsword:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Dagger:** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

**Longbow (Silvered Arrows):** *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

## OOHLGRIST, TROLL CHIEF

*Large giant, chaotic evil*

**AC:** 17 (bone armor)

**Hit Points:** 105 (10d10 + 50)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	7 (-2)

**Skills:** Perception +2

**Damage Resistances:** fire (*ring of resistance*)

**Senses:** darkvision 60 ft., passive Perception 12

**Languages:** Common (limited), Giant

**Challenge:** 6 (2,300 XP)

**Keen Smell:** Oohlgrist has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration:** Oohlgrist regains 15 hit points at the start of his turn. If Oohlgrist takes acid or fire damage, this trait doesn't function at the start of his next turn. Oohlgrist dies only if he starts his turn with 0 hit points and doesn't regenerate.

**Special Equipment:** Oohlgrist wears a *ring of resistance* (fire) on the little finger of his left hand and carries a *necklace of adaptation* in a pouch at his belt.



## ACTIONS

**Multiattack:** Oohlgrist makes three attacks: one with his bite and two with his claws.

**Bite:** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

**Claw:** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

## OSTLER GUNDIGOOT

Medium humanoid (human), neutral good

**AC:** 10

**Hit Points:** 17 (2d8 + 8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	10 (+0)	13 (+1)	17 (+3)

**Saving Throws:** Str +5, Con +6

**Skills:** Insight +5, Intimidation +5

**Senses:** passive Perception 11

**Languages:** Common

**Challenge:** 1/4 (50 XP)

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### Action Surge (Recharges after a Short or Long Rest):

On his turn, Ostler can take an additional action.

**Defense:** While Ostler is wearing armor, he gains a +1 bonus to AC.

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### Second Wind (Recharges after a Short or Long Rest):

As a bonus action, Ostler can regain 7 (1d10 + 2) hit points.

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## ACTIONS

**Longsword:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.



## OTIS

Medium humanoid (human), neutral good

**AC:** 18 (+2 chain mail)

**Hit Points:** 105 (10d8 + 60)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	15 (+2)	15 (+2)	13 (+1)

**Saving Throws:** Strength +7, Dexterity +6

**Skills:** Acrobatics +6, Athletics +7, Nature +5

**Senses:** passive Perception 12

**Languages:** Common

**Challenge:** 7 (2,900 XP)

**Special Equipment:** Otis wears +2 *chain mail* and wields a +2 *longsword* he calls *Loyalty* that can shed dim light in a 10-foot radius on command.

**Beast Master:** Otis treats both **giant owls** outside his shop as animal companions. The giant owls obey his commands as best they are able and regard him as a trusted friend. They will always defend him to the best of their ability.

**Dueling:** When wielding a weapon in one hand and no other melee weapons, Otis gains +2 to damage rolls with that weapon (not factored into attacks).

**Favored Enemy:** Otis's favored enemy are agents of the Temple of Elemental Evil. He has advantage on Wisdom (Survival) checks to track Temple agents, as well as on Intelligence checks to recall information about them.

**Spellcasting:** Otis is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Otis knows the following ranger spells:

- 1st level (4 slots): *animal friendship*, *detect magic*, *speak with animals*
- 2nd level (3 slots): *animal messenger*, *beast sense*
- 3rd level (2 slots): *speak with plants*

**Tough:** Otis's maximum hit points are increased by 20.

### ACTIONS

**Multiattack:** Otis makes two attacks with a melee or ranged weapon.

**+2 Longsword:** *Melee Weapon Attack:* +9 to hit, reach



5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if used with two hands.

**Longbow:** *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## PICKPOCKET

Medium humanoid (any race), any alignment

**AC:** 15 (leather armor)

**Hit Points:** 22 (4d8 + 4)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	14 (+2)	10 (+0)	14 (+2)

**Skills:** Acrobatics +6, Deception +4, Sleight of Hand +8, Stealth +6

**Senses:** passive Perception 10

**Languages:** Common, Thieves' Cant

**Challenge:** 1/2 (100 XP)

**Special Equipment:** The pickpocket has thieves' tools it uses with expertise (+4).

**Sneak Attack (1/turn):** The pickpocket deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the pickpocket that isn't incapacitated and the pickpocket doesn't have disadvantage on the attack roll.

### ACTIONS

**Shortsword:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

## PIRATE CAPTAIN

Medium humanoid (any race), any alignment

**AC:** 14 (studded leather)

**Hit Points:** 45 (7d8 + 14)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	10 (+0)	14 (+2)

**Skills:** Athletics +5, Intimidation +4

**Senses:** passive Perception 10

**Languages:** any one language (usually Common)

**Challenge:** 2 (450 XP)

**Flourish:** The captain adds its Charisma modifier to the damage roll for its longsword attacks (included in the attack).

**Sea Legs:** The captain has advantage on ability checks and saving throws to resist being knocked prone.

### ACTIONS

**Multiattack:** The captain makes two attacks: one with its hand crossbow and one with its longsword.

**Hand Crossbow:** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Longsword:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

### REACTIONS

**Shape Up, Ye Dog (2/Day):** Whenever a friendly creature within 30 feet of the captain that can hear it misses with an attack, the captain can yell perilous threats to allow that creature to reroll the attack roll.

## PIRATE FIRST MATE

Medium humanoid (any race), any alignment

**AC:** 16 (chain mail)

**Hit Points:** 26 (4d8 + 8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	13 (+1)

**Skills:** Athletics +4, Intimidation +3

**Senses:** passive Perception 10

**Languages:** any one language (usually Common)

**Challenge:** 1 (200 XP)

**Sea Legs:** The first mate has advantage on ability checks and saving throws to resist being knocked prone.

### ACTIONS

**Multiattack:** The first mate makes two attacks with its longsword.

**Longsword:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands. If the target is a creature, the first mate can choose to deal no damage with the attack to disarm the target. The target must succeed on a DC 14 Strength saving throw or drop one item it is holding on the ground.



## PREFECT ALRREM

Medium humanoid (human), chaotic evil

**AC:** 21 (+2 chain mail, +1 shield)

**Hit Points:** 65 (10d8 + 20)

**Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	14 (+2)

**Saving Throws:** Con +4, Wis +5

**Skills:** Deception +4, Intimidation +4, Religion +2

**Senses:** passive Perception 13

**Languages:** Common, Goblin

**Challenge:** 4 (1,100 XP)

**Special Equipment:** Alrrem wears +2 chain mail, carries a +1 shield, and wields a +2 warhammer.

**Burning Eminence:** As a bonus action, Alrrem can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) fire damage to a target.

on a hit. This benefit lasts until the end of the turn. If Alrrem expends a spell slot of 2nd level or higher, the extra damage increases by 3 (1d6) for each level above 1st.

**Dark Devotion:** Alrrem has advantage on saving throws against being charmed or frightened.

**Spellcasting:** Alrrem is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Alrrem has the following cleric spells prepared:

- Cantrips (at will): *light*, *resistance*, *sacred flame*, *thaumaturgy*
- 1st level (4 slots): *command*, *cure wounds*, *sanctuary*
- 2nd level (3 slots): *blindness/deafness*, *hold person*, *silence*, *spiritual weapon*
- 3rd level (2 slots): *dispel magic*

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#### ACTIONS

**Multiattack:** Alrrem makes two melee weapon attacks.

**+2 Warhammer:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands.

**Light Hammer:** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.



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#### PRINCE THROMMEL, GRAND MARSHAL OF FURYONDY, PROVOST OF VELUNA

*Medium humanoid (human), lawful good*

**AC:** 23 (+2 chain mail, +2 shield)

**Hit Points:** 97 (13d8 + 39)

**Speed:** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

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**Saving Throws:** Wis +5, Cha +6

**Skills:** Athletics +6, History +6, Insight +5, Persuasion +6

**Senses:** passive Perception 11

**Languages:** Common

**Challenge:** 9 (5,000 XP)

**Special Equipment:** Thrommel wears +2 chain mail, carries a +2 shield, and wields a +3 dagger and *Fragarach* (see appendix D).

**Aura of Courage:** If Thrommel is conscious, he and

allies within 10 feet of him cannot be frightened.

**Aura of Protection:** If Thrommel is conscious, he and allies within 10 feet of him gain a +2 bonus to saving throws (not factored into saving throws).

**Defense:** While Thrommel is wearing armor, he gains a +1 bonus to AC.

**Divine Health:** Thrommel is immune to disease.

**Improved Divine Smite:** Whenever Thrommel hits a creature with a melee weapon, the creature takes an extra 1d8 radiant damage (included in the attacks).

**Spellcasting:** Thrommel is a 13th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Due to his curse, he doesn't have any paladin spells prepared.

- 1st level (4 slots):
- 2nd level (3 slots):
- 3rd level (3 slots):
- 4th level (1 slot):

## ACTIONS

**Multiattack:** Thrommel makes two melee attacks.

**Fragarach:** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 4 (1d8) radiant damage, or 11 (1d10 + 6) slashing damage plus 4 (1d8) radiant damage if used with two hands.

**+3 Dagger:** *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 4 (1d8) radiant damage in melee, or 7 (1d4 + 5) piercing damage at range.

**Divine Sense (3/Day):** Until the end of his next turn, Thrommel knows the location of any celestial, fiend, or undead within 60 feet of him that is not behind total cover.

**Lay on Hands (Recharges after a Long Rest):** Thrommel has a pool of 65 hit points that he can restore to himself or another creature. He can expend 5 hit points from the pool to cure one disease or neutralize one poison affecting a creature.

## ROMAG, CURATE OF THE EARTH TEMPLE

*Medium humanoid (human), neutral evil*

**AC:** 20 (+2 chain mail, shield)

**Hit Points:** 26 (4d8 + 8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	12 (+1)	17 (+3)	14 (+2)

**Skills:** Persuasion +4, Religion +3

**Senses:** passive Perception 13

**Languages:** Common

**Challenge:** 1 (200 XP)

**Special Equipment:** Romag wears +2 chain mail and wields a +1 mace.

**Dark Devotion:** Romag has advantage on saving throws against being charmed or frightened.

**Spellcasting:** Romag is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Romag has the following cleric spells prepared:



- Cantrips (at will): *guidance*, *light*, *sacred flame*, *thaumaturgy*
- 1st level (4 slots): *command*, *cure wounds*, *inflict wounds*, *sanctuary*
- 2nd level (3 slots): *blindness/deafness*, *hold person*, *silence*

## ACTIONS

**+1 Mace:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.



## RUFUS

Medium humanoid (human), lawful good

**AC:** 20 (+1 chain mail, +1 shield)

**Hit Points:** 33 (6d8 + 6)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	14 (+2)

**Skills:** Athletics +4, Intimidation +4

**Damage Immunities:** poison (*scarab of proof against poison*)

**Condition Immunities:** poisoned (*scarab of proof against poison*)

**Senses:** passive Perception 10

**Languages:** Common

**Challenge:** 2 (450 XP)

**Special Equipment:** Rufus wears +1 chain mail, uses a +1 shield, and wields a +1 battleaxe. He carries 12 packets of *dust of disappearance* and uses a carnelian *scarab of proof against poison* (as a *periapt of proof against poison*).

**Action Surge (Recharges after a Short or Long Rest):**

On his turn, Rufus can take an additional action.

**Dueling:** When wielding a weapon in one hand and no other melee weapons, Rufus gains +2 to damage rolls with that weapon (not factored into attacks).

**Improved Critical:** Rufus's weapon attacks score a critical hit on an attack roll of 19 or 20.

**Second Wind (Recharges after a Short or Long Rest):**

As a bonus action, Rufus can regain 11 (1d10 + 6) hit points.

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#### ACTIONS

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**Multiaction:** Rufus makes two weapon attacks.

**+1 Battleaxe:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage is wielded with two hands.



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## SARGEN

*Medium humanoid (human), lawful evil*

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**AC:** 10

**Hit Points:** 17 (5d8 - 5)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	8 (-1)	16 (+3)	9 (-1)	8 (-1)

**Skills:** Arcana +5, Investigation +5

**Senses:** passive Perception 9

**Languages:** Abyssal, Common, Draconic, Infernal

**Challenge:** 2 (450 XP)

**Indefinite Madness:** Sargen's time wandering the Nodes has resulted in Indefinite Madness. Every creature he sees, he hallucinates as fiendish (demon or devil). He has disadvantage on all ability checks.

**Spellcasting:** Sargen is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Sargen has lost his spellbook and thus only has the following wizard spells prepared:

- Cantrips (at will): *blade ward, chill touch, mage hand,*

### *shocking grasp*

- 1st level (4 slots):
- 2nd level (3 slots): *invisibility*
- 3rd level (2 slots): *fly*

### ACTIONS

**Quarterstaff:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

**Dagger:** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

## SERGEANT

Medium humanoid (any race), any alignment

**AC:** 18 (chain mail, shield)

**Hit Points:** 16 (3d8 + 3)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

**Skills:** Perception +2

**Senses:** passive Perception 12

**Languages:** Common

**Challenge:** 1/4 (50 XP)

### ACTIONS

**Morningstar:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Light Hammer:** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

**Dagger:** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



## SENSHOCK

Medium humanoid (human), lawful evil

**AC:** 12 (*bracers of defense, ring of protection*) or 14 with *mage armor*

**Hit Points:** 40 (9d8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	8 (-1)	10 (+0)	18 (+4)	9 (-1)	13 (+1)

**Skills:** Arcana +7, Investigation +7

**Saving Throws:** Int +7, Wis +2

**Senses:** passive Perception 9

**Damage Resistances:** fire (*staff of fire*)

**Languages:** Common, Giant, Goblin

**Challenge:** 5 (1,800 XP)

**Special Equipment:** Senshock wears *bracers of defense*, a *ring of feather falling* on his left hand, and a *ring of protection* (not factored into saving throws) on his right hand. He wields a *staff of fire* and possesses a *spell scroll of teleport*.

**Spellcasting:** Senshock is an 9th-level spellcaster. His

spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Senshock has the following wizard spells prepared:

- Cantrips (at will): *fire bolt, light, mage hand, shocking grasp*
- 1st level (4 slots): *detect magic, mage armor, magic missile, unseen servant*
- 2nd level (3 slots): *invisibility, see invisibility, web*
- 3rd level (3 slots): *dispel magic, haste, lightning bolt*
- 4th level (3 slots): *polymorph*
- 5th level (1 slot): *conjure elemental, teleportation circle*

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#### ACTIONS

**Staff of Fire:** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.



### SMIGMAL REDHAND

Medium humanoid (half-orc), neutral evil

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**AC:** 19 (+1 leather armor, +2 shield)

**Hit Points:** 52 (7d8 + 21)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	15 (+2)	7 (-2)	14 (+2)

**Saving Throws:** Dex +6, Int +5

**Skills:** Acrobatics +9, Deception +5, Intimidation +5, Stealth +9

**Senses:** passive Perception 8

**Languages:** Common, Orc

**Challenge:** 5 (1,800 XP)

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**Special Equipment:** Smigmal wears +1 leather armor and carries a +2 shield. She wields a +1 shortsword and possesses a ring of spell storing that currently holds two *invisibility* spells.

**Assassinate:** During her first turn, Smigmal has advantage on attack rolls against any creature that hasn't

taken a turn. Any hit Smigmal scores against a surprised creature is a critical hit.

**Evasion:** If Smigmal is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

**Relentless Endurance (Recharges after a Long Rest):** When Smigmal is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead.

**Savage Attacks:** When Smigmal scores a critical hit with a melee weapon attack, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Sneak Attack (1/Turn):** Smigmal deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers that isn't incapacitated and Smigmal doesn't have disadvantage on the attack roll.

## ACTIONS

**Multiattack:** Smigmal makes two shortsword attacks.

**+1 Shortsword:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

## SUPREME COMMANDER HEDRACK

Medium humanoid (human), chaotic evil

**AC:** 26 (+3 plate, +3 shield)

**Hit Points:** 67 (9d8 + 27)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	10 (+0)	18 (+4)	16 (+3)

**Saving Throws:** Wis +7, Cha +6

**Skills:** Perception +7, Religion +3

**Condition Immunities:** paralyzed and restrained by magic (*ring of free action*)

**Senses:** passive Perception 17

**Languages:** Common, Giant

**Challenge:** 6 (2,300 XP)

**Special Equipment:** Hedrack is clad in +3 plate and carries a +3 shield. He wears a *ring of free action* and wields a *mace of smiting* or a +2 warhammer. He possesses a *Daern's instant fortress*, a black scarab (see "Altar Curtain" in area 419 in chapter 12), a *potion of flying*, a *potion of polymorph* (see appendix D), and a *potion of superior healing*.

**Spellcasting:** Hedrack is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Hedrack has the following cleric spells prepared:

- Cantrips (at will): *light, resistance, sacred flame, spare the dying*
- 1st level (4 slots): *command, cure wounds, detect magic, inflict wounds, protection from evil and good*
- 2nd level (3 slots): *find traps, hold person, silence*
- 3rd level (3 slots): *animate dead, bestow curse, dispel magic*
- 4th level (3 slots): *divination*
- 5th level (1 slot): *dispel evil and good*

## ACTIONS

**Mace of Smiting:** *Melee Weapon Attack:* +6 to hit or +8 to hit vs. constructs, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 8 (1d6 + 5) bludgeoning damage vs. constructs. If a 20 is rolled to hit, the target takes an additional 7 bludgeoning damage, or



## SWASHBUCKLER

Medium humanoid (any race), any non-lawful alignment

**AC:** 17 (leather armor)

**Hit Points:** 66 (12d8 + 12)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

**Skills:** Acrobatics +8, Athletics +5, Persuasion +6

**Senses:** passive Perception 10

**Languages:** any one language (usually Common)

**Challenge:** 3 (700 XP)

**Lightfooted:** The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

**Suave Defense:** While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

### ACTIONS

**Multitattack:** The swashbuckler makes three attacks: one with a dagger and two with its rapier.

**Dagger:** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

**Rapier:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

14 bludgeoning damage if it's a construct. A construct with 25 or fewer hit points after it takes this damage is destroyed.

**+2 Warhammer:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands.

## TAKI

Medium humanoid (human), neutral good

**AC:** 18 (plate) or 20 (plate, shield)

**Hit Points:** 52 (7d8 + 21)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	12 (+1)	9 (-1)	10 (+0)

**Skills:** Acrobatics +3, Athletics +6

**Senses:** passive Perception 9

**Languages:** Common

**Challenge:** 2 (450 XP)

**Great Weapon Fighting:** When Taki rolls a 1 or 2 on a damage die for an attack he makes with a melee weapon that he is wielding with two hands, he can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for him to gain this benefit.

### ACTIONS

**Multiattack:** Taki makes two attacks with a melee or ranged weapon.

**Greatsword:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Flail:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

**Longbow:** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

**Dagger:** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

## TURNKEY

Medium humanoid (any race), any non-good alignment

**AC:** 18 (chain mail, shield)

**Hit Points:** 32 (5d8 + 10)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Skills:** Athletics +6, Perception +2



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**Senses:** passive Perception 12

**Languages:** Common

**Challenge:** 1/2 (100 XP)

**Action Surge (Recharges after a Short or Long Rest):** On his turn, the turnkey can take an additional action.

**Dueling:** When wielding a weapon in one hand and no other melee weapons, the turnkey gains +2 to damage rolls with that weapon (not factored into attacks).

**Second Wind (Recharges after a Short or Long Rest):** As a bonus action, the turnkey can regain 10 (1d10 + 5) hit points.

### ACTIONS

**Multiattack:** The turnkey makes two melee attacks.

**Battleaxe:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4 slashing damage) if used with two hands.

# TURUKO

Medium humanoid (Bakluni human), lawful evil

**AC:** 15

**Hit Points:** 13 (3d8)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	9 (-1)	15 (+2)	5 (-3)

**Skills:** Acrobatics +5, Athletics +4

**Senses:** passive Perception 12

**Languages:** Common

**Challenge:** 1/2 (100 XP)

**Unarmored Defense:** While Turuko is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

## ACTIONS

**Multiattack:** Turuko makes two unarmed strikes or two quarterstaff or dagger attacks.

**Unarmed Strike:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

**Quarterstaff:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands.

**Dagger:** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



## WAT

Medium humanoid (human), neutral evil

**AC:** 17 (leather, +1 shield)

**Hit Points:** 30 (4d8 + 12)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	12 (+1)	6 (-2)	7 (-2)

**Skills:** Athletics +5, Deception +2, Perception +0, Sleight of Hand +7, Stealth +5

**Senses:** passive Perception 10

**Languages:** Common, Thieves' Cant

**Challenge:** 1 (200 XP)

**Special Equipment:** Wat wields a +1 shield, a dagger of venom, and a pair of specially balanced throwing daggers that grant a +1 bonus to hit on ranged attack rolls.

**Assassinate:** During his first turn, Wat has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Wat scores against a surprised creature is a critical hit.

**Cunning Action:** On each of his turns, Wat can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn):** Wat deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Wat doesn't have disadvantage on the attack roll.

## ACTIONS

**Dagger of Venom:** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. The dagger can't be used again this way until the next dawn.

**Longsword:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Shortsword:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Balanced Throwing Dagger:** *Ranged Weapon Attack:*



+6 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

## WONILLON, GNOME ROGUE

*Small humanoid (rock gnome), neutral*

**AC:** 13

**Hit Points:** 26 (4d6 + 12)

**Speed:** 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	12 (+1)	9 (-1)	10 (+0)

**Skills:** Deception +4, History +3, Sleight of Hand +7, Stealth +5

**Senses:** darkvision 60 ft., passive Perception 9

**Languages:** Common, Gnomish, Thieves' Cant

**Challenge:** 1/2 (100 XP)

---

### Action Surge (Recharges after a Short or Long Rest):

On his turn, Wonillon can take an additional action.

**Artificer's Lore:** Wonillon adds twice his proficiency bonus to Intelligence (History) checks related to magic items, alchemical objects, or technological devices.

**Cunning Action:** On each of his turns, Wonillon can use a bonus action to take the Dash, Disengage, or Hide action.

**Gnome Cunning:** Wonillon has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

### Second Wind (Recharges after a Short or Long Rest):

As a bonus action, Wonillon can regain 7 (1d10 + 2) hit points.

**Sneak Attack (1/Turn):** Wonillon deals an extra 3 (1d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Wonillon doesn't have disadvantage on the attack roll.

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## ACTIONS

**Unarmed Strike: Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 4 (1 + 3) bludgeoning damage.



## Y'DEY

Medium humanoid (human), neutral

**AC:** 19 (+1 plate)

**Hit Points:** 45 (6d8 + 18)

**Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	12 (+1)	17 (+3)	13 (+1)

**Saving Throws:** Wisdom +5, Charisma +3

**Skills:** Medicine +5, Persuasion +3, Religion +3

**Damage Resistances:** fire (*ring of resistance*)

**Senses:** passive Perception 13

**Languages:** Common

**Challenge:** 2 (450 XP)

**Special Equipment:** Y'dey is clad in +1 plate, wields a +1 mace, and wears a *ring of resistance* (fire).

**Channel Divinity (2/Short or Long Rest):** When Y'dey uses Channel Divinity, she may choose from the following options:

- *Preserve Life:* As an action, Y'dey presents her holy symbol and restores 30 hit points divided as she chooses among any number of creatures within 30 feet of her who aren't undead or constructs. She may not restore a creature to more than half its hit point maximum in this way.
- *Turn/Destroy Undead:* Y'dey presents her holy symbol and speaks a prayer censuring the undead, forcing each undead within 30 feet to make a DC 14 Wisdom saving throw or be turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away as possible and can't willingly move within 30 feet of her. It also cannot take reactions, and it can only use the Dash action on its turn or try to escape from effects that prevent it moving. If there's nowhere to move, the creature can use the Dodge action. A creature of challenge rating 1/2 or less is instead instantly destroyed if it fails its save.

**Spellcasting:** Y'dey is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Y'dey has the following cleric spells prepared:



- Cantrips (at will): *guidance, light, sacred flame, thaumaturgy*
- 1st level (4 slots): *bless, command, cure wounds, detect evil and good, protection from evil and good*
- 2nd level (3 slots): *augury, hold person*
- 3rd level (3 slots): *dispel magic, remove curse*

### ACTIONS

**+1 Mace:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

## ZENTREM

Medium humanoid (human), lawful evil

AC: 12

**Hit Points:** 16 (3d8 + 3)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	14 (+2)	15 (+2)	16 (+3)

**Skills:** History +4, Deception +5, Persuasion +5

**Senses:** passive Perception 12

**Languages:** Common

**Challenge:** 1 (200 XP)

**Jack of all Trades:** Zentrem can add +1 to any ability check he makes that doesn't already include his proficiency bonus.

**Song of Rest:** Zentrem can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Zentrem can confer this benefit on himself as well.

**Spellcasting:** Zentrem is a 2nd-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Zentrem knows the following bard spells:

- Cantrips (at will): *friends, light*
- 1st level (3 slots): *charm person, cure wounds, disguise self, sleep, unseen servant*

### ACTIONS

**Rolling Pin:** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.



## APPENDIX C

# New Monsters

### ALGOID

*Medium plant, unaligned*

**AC:** 11

**Hit Points:** 22 (5d8)

**Speed:** 15 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	4 (-3)	3 (-4)	1 (-5)

**Damage Resistances:** fire

**Damage Immunities:** piercing and slashing that is nonmagical

**Condition Immunities:** blinded, deafened, frightened

**Senses:** blindsight 60 ft. (blind beyond this radius), passive Perception 6

**Languages:** —

**Challenge:** 1/2 (100 XP)

**False Appearance:** While the algoid remains motionless, it is indistinguishable from an ordinary colony of algae.

### ACTIONS

**Slam:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) bludgeoning damage.

**Mind Blast (1/Day):** The algoid magically emits psychic energy in a 30-foot cone. Each creature in that area must succeed on a DC 12 Intelligence saving throw or take 11 (2d8 + 2) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on itself on a success.

**Animate Kelp (1/Day):** The algoid magically animates one 10-foot patch of kelp it can sense within 60 feet of it. An **awakened kelp** (see below) acts as an ally of the algoid. The kelp remains animate for 1 day or until it dies; until the algoid dies or is more than 60 feet from the kelp; or until the algoid takes a bonus action to turn it back into inanimate kelp.



*This noxious, slimy mass of algae coalesces into a roughly humanoid shape with indistinct features and a coarse, green body.*

## ASCOMOID

*Large plant, neutral evil*

**AC:** 13 (natural armor)

**Hit Points:** 93 (11d10 + 33)

**Speed:** 120 ft. (special)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

**Damage Resistances:** bludgeoning, slashing

**Damage Immunities:** poison

**Condition Immunities:** blinded, charmed, deafened, frightened, paralyzed, poisoned, prone

**Senses:** blindsight 30 ft. (blind beyond this radius), passive Perception 10

**Languages:** —

**Challenge:** 5 (1,800 XP)

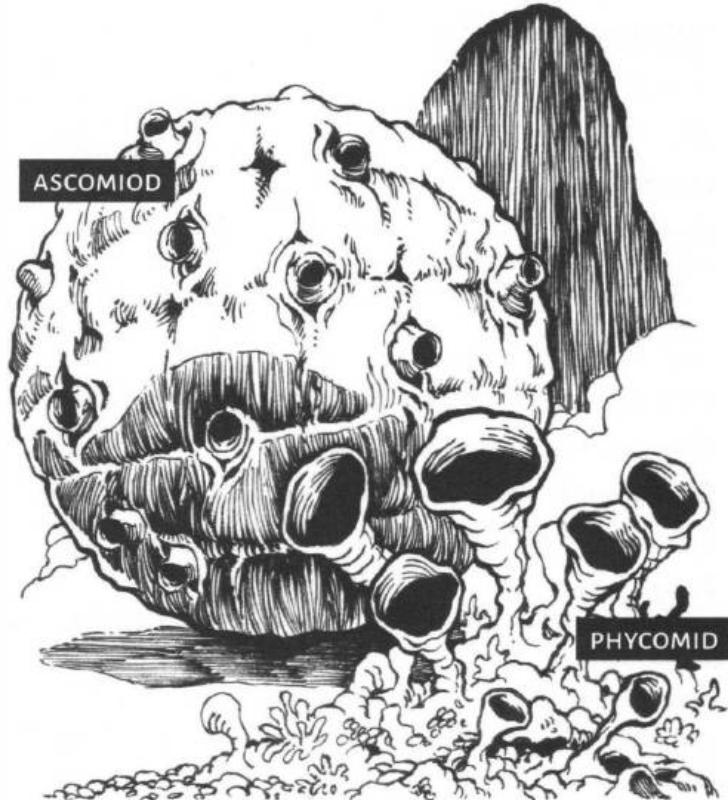
**False Appearance:** While the ascomoid remains motionless, it is almost indistinguishable from an ordinary stone boulder. A creature that can see it and succeeds on a DC 15 Intelligence (Investigation or Nature) check can discern its presence.

**Rollover Attack:** A creature whose space the ascomoid enters must make a DC 14 Dexterity saving throw, taking 13 (2d10 + 2) bludgeoning damage and being knocked prone on a failed save, or half as much damage (but not being knocked prone) on a successful one.

**Slow to Move:** The ascomoid is slow to achieve full movement speed. When starting from a dead stop, the ascomoid moves 30 feet on its first turn, 60 feet on its second turn, 90 feet on its third turn, and can finally achieve its full movement speed of 120 feet on its fourth continuous turn of movement. Once the ascomoid achieves full speed, it can roll for hours without slowing or tiring. The ascomoid cannot take the Dash action.

### ACTIONS

**Spore Spray (Recharge 6):** A 30-foot-long and 1-foot-wide spray of toxic spores extends out from the ascomoid. Each creature in that area that isn't a plant must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, a target takes 18 (4d8) poison damage at the start of each of its turns. A target can repeat the saving throw



at the end of each of its turns, ending the effect on itself on a success.

*This fungus resembles an enormous ball with numerous round openings dotting its thick, leathery skin/hide. Pigmentation varies from dun-colored to brighter hues.*

## AWAKENED KELP

*Large plant, unaligned*

**AC:** 10

**Hit Points:** 32 (5d10 + 5)

**Speed:** 5 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	10 (+0)	7 (-2)

**Damage Vulnerabilities:** fire

**Damage Resistances:** bludgeoning

**Condition Immunities:** blinded, deafened, frightened

**Senses:** passive Perception 10

**Languages:** —

**Challenge:** 1 (200 XP)

**False Appearance:** While the awakened kelp remains motionless, it is indistinguishable from an ordinary patch of kelp.

**Water Breathing:** The awakened kelp can breathe only underwater.

### ACTIONS

**Multiattack:** The awakened kelp makes two frond attacks and can use its Reel action.

**Frond:** *Melee Weapon Attack:* +4 to hit, reach 20 ft., one target. *Hit:* The target is grappled (escape DC 12). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the awakened kelp can't use the same frond to attack another target. At the start of each of the target's turns, the target takes 6 (1d8 + 2) bludgeoning damage as the kelp constricts it.

**Reel:** The awakened kelp pulls each Medium-sized or smaller creature grappled by it 10 feet straight toward it.

*The yellow-green fronds of this aquatic plant wave gently in the water, extending to at least 10 feet. Numerous bulbous gas bladders occur throughout the foliage to provide buoyancy to the thick stems.*

## BABAU

*Medium fiend (demon), chaotic evil*

**AC:** 16 (natural armor)

**Hit Points:** 82 (11d8 + 33)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

**Skills:** Perception +5, Stealth +5

**Damage Resistances:** cold, fire, lightning; bludgeoning, piercing, and slashing that is nonmagical

**Damage Immunities:** poison

**Condition Immunities:** poisoned

**Senses:** darkvision 120 ft., passive Perception 15

**Languages:** Abyssal

**Challenge:** 4 (1,100 XP)

**Innate Spellcasting:** The babau's innate spellcasting ability is Wisdom (spell save DC 11). The babau can innately cast the following spells, requiring no material components:

- At will: *darkness, dispel magic, fear, heat metal, levitate*

### ACTIONS

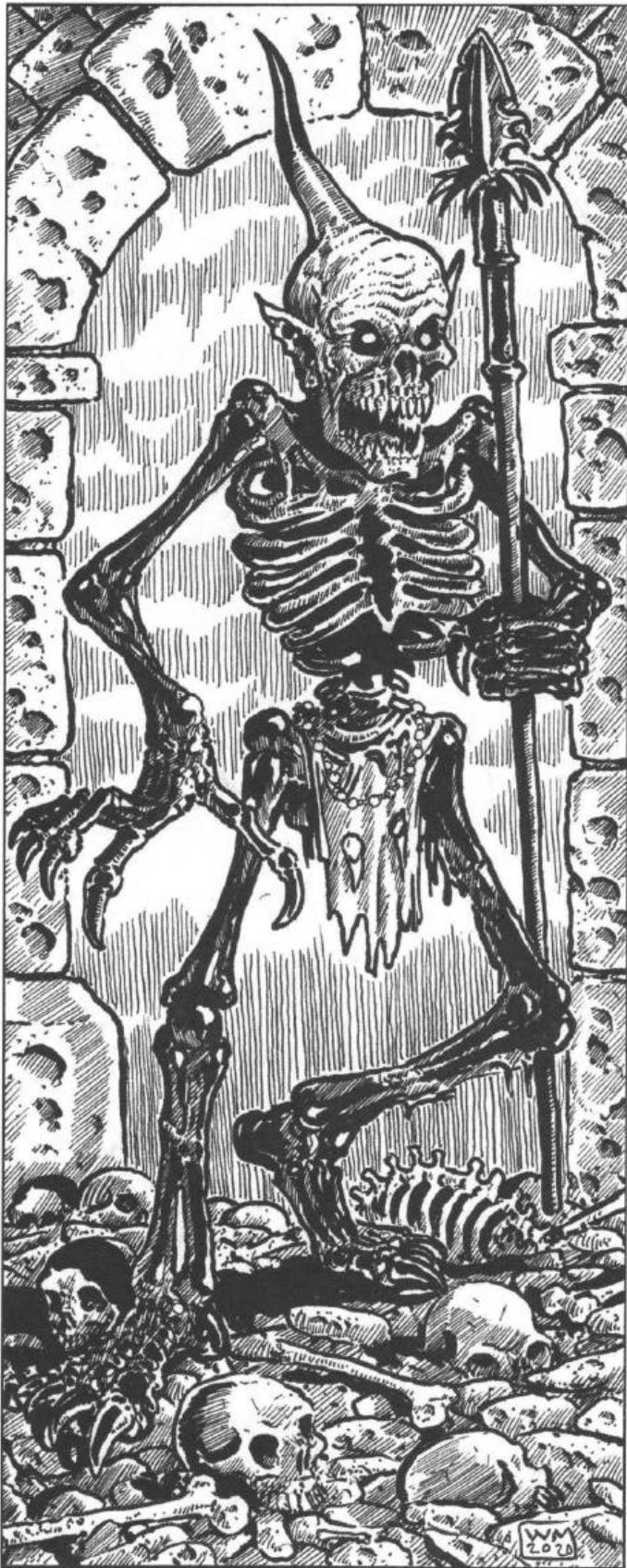
**Multiattack:** The babau makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

**Claw:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Spear:** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage when used with two hands to make a melee attack.

**Weakening Gaze:** The babau targets one creature that it can see within 20 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*This tall, gaunt, skeletal creature has blackened bones and oversized extremities. Its spindly fingers end in wickedly curved talons, and a prominent ebony horn juts from the back of its skull, curving forward.*



## BASIDIROND

Medium plant, unaligned

**AC:** 13 (natural armor)

**Hit Points:** 27 (6d8)

**Speed:** 5 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

**Condition Immunities:** blinded, deafened, frightened

**Senses:** blindsight 30 ft. (blind beyond this radius); passive Perception 6

**Languages:** —

**Challenge:** 1/2 (100 XP)

**False Appearance:** While the basidirond remains motionless, it is indistinguishable from an ordinary fungus.

### ACTIONS

**Poison Spores (3/Day):** A 5-foot-diameter cloud of toxic spores extends out from the basidirond. The spores spread around corners. Each creature in that area takes 7 (3d4) poison damage and must succeed on a DC 12 Constitution saving throw or it cannot breathe. (*Player's Handbook*, p. 183.) While suffocating, *lesser restoration*, *protection from poison*, or the use of a paladin's Lay on Hands can end the effect. If the target is reduced to 0 hit points from suffocation, it can't regain hit points or be stabilized until it can breathe again.

**Hallucinatory Spores (Recharge 6):** If the basidirond is not moving or attacking, it can release a cloud of spores in a 30-foot radius. Any creatures in the area of effect must make a successful DC 12 Constitution saving throw or suffer wild hallucinations. While in the cloud, the target suffers the effects of a *confusion* spell. The DM is encouraged to embellish these effects. For example, if the target doesn't move or take actions, it believes it is sinking in a swamp. If forced to make a melee attack, perhaps it is against a swarm of spiders at its feet. When a target leaves the cloud, the effect wears off in 1d4 rounds.

*This orange-colored, fungoid creature has a woody, leathery body supported several branches. Its top is an inverted cone with an inky black interior.*

## BODAK

Medium undead, chaotic evil

**AC:** 15 (natural armor)

**Hit Points:** 58 (9d8 + 18)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	12 (+1)

**Skills:** Perception +4, Stealth +6

**Damage Resistances:** cold, fire, necrotic; bludgeoning, piercing, and slashing that is nonmagical

**Damage Immunities:** lightning, poison

**Condition Immunities:** charmed, frightened, poisoned

**Senses:** darkvision 120 ft., passive Perception 14

**Languages:** Abyssal, the language it knew in life

**Challenge:** 6 (2,300 XP)

**Aura of Annihilation:** The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

**Death Gaze:** When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

**Sunlight Hypersensitivity:** The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

**Undead Nature:** The bodak doesn't require air, food, drink, or sleep.



### ACTIONS

**Fist:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

**Withering Gaze:** One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

*This humanoid is a mockery of its former self, with a hairless, muscular form. Its dark gray to pearly skin has distorted features and its eyes are gaping, ivory-white vertical ovals.*

## BOWLER

Medium monstrosity, unaligned

**AC:** 14 (natural armor)

**Hit Points:** 19 (3d8 + 6)

**Speed:** 150 ft. (special), climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	1 (-5)	10 (+0)	8 (-1)

**Condition Immunities:** blinded, prone

**Senses:** blindsight 30 ft. (blind beyond this radius), passive Perception 10

**Languages:** —

**Challenge:** 1/2 (100 XP)

**False Appearance:** While the bowler remains motionless, it is almost indistinguishable from an ordinary stone boulder. A creature that can see it and succeeds on a DC 14 Intelligence (Investigation or Nature) check can discern its presence.

**Rollover Attack:** A creature whose space the bowler enters must make a DC 12 Dexterity saving throw, taking 11 (2d10) bludgeoning damage and being knocked prone on a failed save, or half as much damage (but not being knocked prone) on a successful one.

**Slow to Move:** The bowler is slow to achieve full movement speed. When starting from a dead stop, the bowler moves 10 feet on its first turn, increasing by an additional 10 feet per movement action until its full movement speed of 150 feet is achieved. Once the bowler achieves full speed, it can roll for hours without slowing or tiring. When the bowler has achieved a speed of 90 feet or more, it cannot turn without first slowing down. It may slow its speed by up to 30 feet if desired.

### ACTIONS

**Bump:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

*This creature resembles a small, brownish boulder streaked with dirt.*





## BUGBEAR SUB-CHIEF

Medium humanoid (goblinoid), chaotic evil

**AC:** 16 (scale mail)

**Hit Points:** 52 (7d8 + 21)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

**Skills:** Intimidation +2, Stealth +6, Survival +2

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** Common, Goblin

**Challenge:** 2 (450 XP)

**Brute:** A melee weapon deals one extra die of damage when the bugbear hits with it (included in the attack).

**Heart of Hruggek:** The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

**Surprise Attack:** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

## ACTIONS

**Multiattack:** The bugbear makes two melee attacks.

**Morningstar:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

**Spear:** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee, or 12 (2d8 + 3) piercing damage if used with two hands in melee, or 6 (1d6 + 3) piercing damage at range.

*This bestial goblinoid is covered in long, brown fur that pokes out from its scale mail in places. He carries a spear and a massive morningstar.*

## BUGBEAR ZOMBIE

Medium undead, neutral evil

**AC:** 13 (hide armor)

**Hit Points:** 59 (7d8 + 28)

**Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	7 (-2)	6 (-2)	8 (-1)

**Saving Throws:** Wis +0

**Senses:** darkvision 60 ft., passive Perception 8

**Languages:** understands Common and Goblin but can't speak

**Challenge:** 1 (200 XP)

**Brute:** A melee weapon deals one extra die of damage when the zombie hits with it (included in the attack).

**Undead Fortitude:** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Undead Nature:** The zombie doesn't require air, food, drink, or sleep.

### ACTIONS

**Morningstar:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

**Slam:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

*This large goblinoid has matted fur with tufts missing here and there exposing dried muscle and even bone in places. Its eyes are milky white and unblinking, and its hide armor is ruined, sporting open gashes.*



## CHAGGRIN GRUE

Medium elemental (shapechanger), neutral evil

**AC:** 15 (natural armor)

**Hit Points:** 45 (6d8 + 18)

**Speed:** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

**Damage Resistances:** bludgeoning, piercing, and slashing that is nonmagical

**Damage Immunities:** poison

**Condition Immunities:** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses:** darkvision 60 ft., passive Perception 11

**Languages:** Terran

**Challenge:** 4 (1,100 XP)

**Shapechanger:** The chagrin typically appears as a Medium humanoid on the Elemental Plane of Earth

(its true form) or as a Small hedgehog on the Material Plane. It can use a bonus action to polymorph into either of these shapes or into a Tiny mole. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

**Dispel Earth Magic:** The presence of the chagrin within 40 feet of any earth-based spells, including permanent spells, causes a dispelling effect equal to a *dispel magic* spell.

**Earth Spell Immunity:** No earth-based/affecting spells, including the following, will work against the chagrin: *earthquake*, *entangle*, *flesh to stone*, *move earth*, *passwall*, *spike growth*, *stone shape*, *wall of stone*.

**Elemental Nature:** The chagrin doesn't require air, food, drink, or sleep.

## ACTIONS

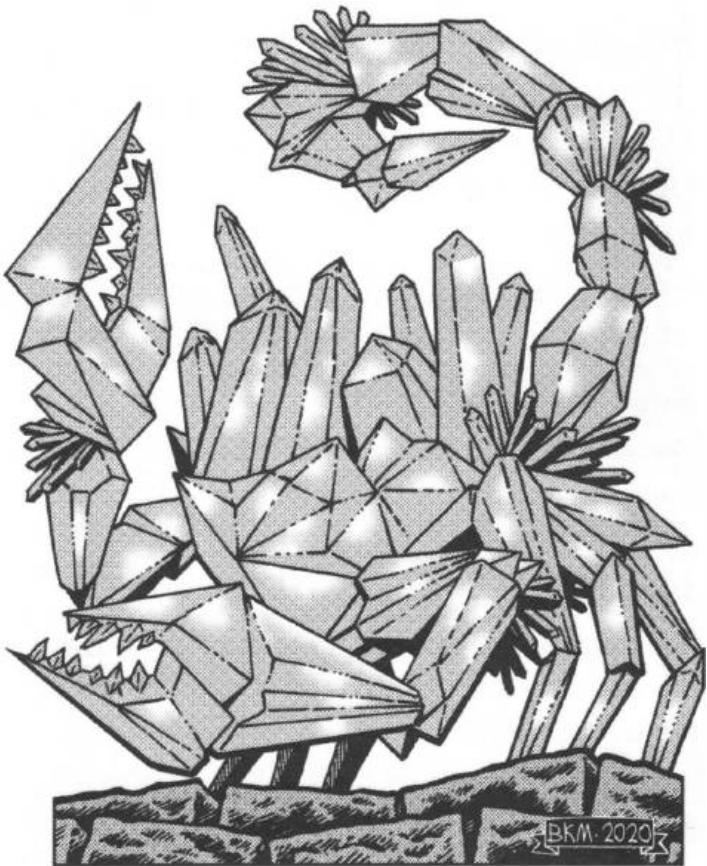
**Multiattack:** The chagrin makes two attacks: one with its bite and one with its claws.

**Bite:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

**Claws:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

**Burrowing Attack (Recharge 5-6):** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (4d6 + 2) fire damage. If the target is a creature other than an undead or one immune to fire damage, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*This ghastly beast appears to be a massive hedgehog, but with a skull-like head and deep ebony eyes. The creature's forepaws bear wicked claws.*



## CRYSMAL

*Small beast, neutral (evil)*

**AC:** 18 (natural armor)

**Hit Points:** 49 (9d6 + 18)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	14 (+2)	12 (+1)	10 (+0)

**Skills:** Stealth +7

**Damage Resistances:** lightning; piercing and slashing that is nonmagical

**Damage Immunities:** fire

**Senses:** passive Perception 11

**Languages:** —

**Challenge:** 5 (1,800 XP)

**False Appearance:** While the crysmal is in a wilderness setting and remains motionless, it is almost indistinguishable from an ordinary cluster of large crystals. A creature that can see it and succeeds on a DC 14 Intelligence (Investigation or Nature) check can discern its presence.

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## ACTIONS

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**Tail Strike:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Tail Missile (Recharge 6):** *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* 20 (4d8 + 2) piercing damage. After making this attack, the damage from the crystal's Tail Strike attack is reduced to 6 (1d8 + 2) piercing damage until the Tail Missile attack recharges.

*This crystalline creature has a scorpion-like shape, with spiny legs and a larger, forward-jutting appendage over its torso. It has no eyes or mouth that can be seen, only clusters of faceted crystals.*

## CRYSTAL OOZE

*Medium ooze, unaligned*

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**AC:** 10 (natural armor)

**Hit Points:** 51 (6d8 + 24)

**Speed:** 10 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	18 (+4)	1 (-5)	6 (-2)	4 (-3)

**Skills:** Stealth +2

**Damage Resistances:** acid, cold, fire

**Condition Immunities:** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses:** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages:** —

**Challenge:** 2 (450 XP)

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**Amorphous:** The ooze can move through a space as narrow as 1 inch wide without squeezing.

**False Appearance:** While the ooze remains motionless, it is indistinguishable from water or wet rock.

**Ooze Nature:** The ooze doesn't require sleep.

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## ACTIONS

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**Pseudopod:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

*This ooze undulates and flows beneath the surface of nearby water. Its pellucid hide and natural coloration—nearly transparent except for a few sparkling areas—make it nearly indistinguishable from its watery habitat.*

## DRACOLISK

*Large monstrosity, chaotic evil*

**AC:** 17 (natural armor)

**Hit Points:** 102 (12d10 + 36)

**Speed:** 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	10 (+0)	10 (+0)	14 (+2)

**Skills:** Perception +6

**Damage Immunities:** acid, poison

**Condition Immunities:** poisoned

**Senses:** blindsight 30 ft., darkvision 120 ft., passive Perception 10

**Languages:** Common, Draconic (rarely)

**Challenge:** 8 (3,900 XP)

**Petrifying Gaze:** When a creature that can see the dracolisk's eyes starts its turn within 30 feet of the dracolisk, the dracolisk can force it to make a DC 14 Constitution saving throw if the dracolisk isn't incapacitated and can see the creature. On a failed save, the creature begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the dracolisk until the start of its next turn, when it can avert its eyes again. If the creature looks at the dracolisk in the meantime, it must immediately make the save.

If the dracolisk sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the dracolisk mistakes itself for a rival and targets itself with its gaze. However, the dracolisk has hooded eyes with nictitating membranes, thus it has advantage on the saving throw.

### ACTIONS

**Multiattack:** The dracolisk makes three attacks: one with its bite and two with its claws.

**Bite:** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one



target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

**Claw:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Acid Breath (Recharge 6):** The dracolisk exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 36 (8d8) acid damage on a failed save, or half as much damage on a successful one.

*This draconic creature has a brownish-black coloration, a horned snout, and glittering, ebony eyes. Its wings appear somewhat small for its body, and it moves about on six legs that end in clawed feet.*

# DRAGONFISH

Medium beast, unaligned

**AC:** 15 (natural armor)

**Hit Points:** 26 (4d8 + 8)

**Speed:** 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	1 (-5)	9 (-1)	3 (-4)

**Skills:** Stealth +4

**Senses:** blindsight 10 ft., passive Perception 9

**Languages:** —

**Challenge:** 1/2 (100 XP)

**Substrate Camouflage:** The dragonfish has advantage on Dexterity (Stealth) checks made while under the bottom substrate of a lake or river.

**Water Breathing:** The dragonfish can only breathe underwater.

## ACTIONS

**Bite:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Poison Spine:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 14 (4d6) poison damage and be poisoned for 6 hours. On a successful saving throw, the target takes half as much damage and the poisoned condition only lasts for 1 hour.

## REACTIONS

**Boot Piercer:** In response to being stepped on by a creature, the dragonfish can make a Poison Spine attack with advantage against the creature.

*This flounder-like fish has brown to sandy mottled scales. Its oversized mouth protrudes with needle-sharp teeth, and several wicked spines, dripping with noxious venom, adorn its back.*



## DRELB (HAUNTING CUSTODIAN)

Medium aberration, neutral evil

AC: 15

**Hit Points:** 65 (10d8 + 20)

**Speed:** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	14 (+2)	12 (+1)	14 (+2)	14 (+2)

**Damage Resistances:** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing not made with silvered weapons

**Damage Immunities:** cold, necrotic, poison

**Condition Immunities:** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses:** darkvision 60 ft., passive Perception 12

**Languages:** Understands simple phrases in Common but can't speak it, Drelb

**Challenge:** 4 (1,100 XP)

**Incorporeal Movement:** The drelb can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Stealthy Advance:** If confronted by an attempt to turn undead, or if its prey is hesitant, the drelb uses a trick of illusion. It causes its form to rapidly diminish in size while gliding smoothly forward. This is likely to give the viewer(s) the impression that the drelb is retreating, whereas it is actually moving up to attack. Opponents making a successful DC 12 Wisdom (Perception) check see through the illusion; otherwise the drelb gains advantage on its next attack on that opponent.

**Sunlight Sensitivity:** While in sunlight, the drelb has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Wraith-Like Appearance:** The drelb looks so much like a wraith that it is indistinguishable from the other until an attack takes place.

### ACTIONS

**Chilling Touch:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) cold damage.

**Nether Chill (Recharge 6):** *Melee Weapon Attack:* +5



to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage. If the target is a creature other than an undead or one immune to cold damage, it must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*A vaguely human apparition hovers in the air. Two glowing spots in the haze might be eyes.*

## EARTH ELEMENTAL MYRMIDON

Medium elemental, neutral

**AC:** 18 (plate)

**Hit Points:** 127 (17d8 + 51)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	10 (+0)

**Damage Resistances:** bludgeoning, piercing, and slashing that is nonmagical

**Damage Immunities:** poison

**Condition Immunities:** paralyzed, petrified, poisoned, prone

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** Terran, one language of its creator's choice

**Challenge:** 7 (2,900 XP)

**Magic Weapons:** The myrmidon's weapon attacks are magical.

### ACTIONS

**Multiattack:** The myrmidon makes two maul attacks.

**Maul:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Thunderous Strike (Recharge 6):** The myrmidon makes one maul attack. On a hit, the target takes an extra 16 (3d10) thunder damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

*Fused plates of dark, metal armor adorn this earthen brute. It brandishes a stony maul that seems to be an extension of its body.*

## ETTIN ZOMBIE

Large undead, neutral evil

**AC:** 11 (natural armor)

**Hit Points:** 114 (12d10 + 28)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	4 (-3)	9 (-1)	6 (-2)

**Saving Throws:** Wis +1

**Senses:** darkvision 60 ft., passive Perception 9

**Languages:** Understands Giant and Orc but can't speak

**Challenge:** 4 (1,100 XP)

**Undead Fortitude:** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Undead Nature:** The zombie doesn't require air, food, drink, or sleep.

### ACTIONS

**Multiattack:** The zombie makes two melee attacks.

**Battleaxe:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

**Morningstar:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

**Slam:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

*This massive, giantish humanoid has two heads with sloping foreheads and oversized jaws. One jaw is clearly broken and hangs limp at an unnatural angle. Each has pallid, lifeless skin that sags from its skeletal form, torn and open as bloodless wounds. Their eyes are black and emotionless.*

## FIRE BAT

*Tiny beast, neutral evil*

AC: 12

**Hit Points:** 8 (3d4 + 1)

**Speed:** 15 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	1 (-5)	9 (-1)	3 (-4)

**Damage Vulnerabilities:** cold

**Damage Immunities:** fire

**Senses:** blindsight 60 ft., darkvision 60 ft., passive Perception 9

**Languages:** —

**Challenge:** 1/4 (50 XP)

**Blistering Swarm:** When a Medium or smaller target is successfully hit by two or more fire bats in a single round, or has two or more fire bats attached to it, the target must make a DC 12 Constitution saving throw; on a failure, the target is knocked prone from the heat of the attack and suffers one level of exhaustion.

**Echolocation:** The fire bat can't use its blindsight while deafened.

**Heat Detection:** The fire bat has advantage on Wisdom (Perception) checks to detect any living creature that moves within 30 feet of it.

### ACTIONS

**Bite:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage, and the fire bat attaches to the target. While attached, the fire bat doesn't attack. Instead, at the start of each of the fire bat's turns, the target loses 4 (1d4 + 2) hit points due to blood loss and takes 3 (1d6) fire damage. Four fire bats can attach to a single Medium-sized creature.

The fire bat can detach itself by spending 5 feet of its movement. It does so after it drains 12 hit points from the target or the target dies. A creature, including the target, can use its action to detach the fire bat; the creature takes 3 (1d6) fire damage in the process.

*This bat-like creature is about 2 feet long with a smoky wingspan that's about 4 feet wide. Its entire hide is aflame, shrouding its form and small head. The scent of burnt fur pervades this creature.*



## FIRETOAD

*Medium beast, unaligned*

AC: 11

**Hit Points:** 22 (4d8 + 4)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	1 (-5)	9 (-1)	3 (-4)

**Damage Vulnerabilities:** cold

**Damage Immunities:** fire

**Senses:** passive Perception 9

**Languages:** —

**Challenge:** 1/2 (100 XP)

**Water Vulnerability:** Firetoads shun water as it scalds their skin. If splashed with water, the firetoad suffers 7 (2d6) damage for every 1 gallon of water. This triggers its Fire Escape reaction.

### ACTIONS

**Fireball Belch (Recharge 3-6): Ranged Weapon Attack:** +3 to hit, range 30 ft., one target. *Hit:* The target must make a DC 13 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

## REACTIONS

**Fire Escape:** In response to being attacked with water, the firetoad can target the attacker with two Fireball Belch attacks (if available) and then uses a Dash action to escape.

*This bloated toad is about 4 feet high and has a warty, purple-orange hide covered with protrusions. A thin curl of smoke escapes from its wide maw.*

## FROST SALAMANDER

Huge elemental, unaligned

**AC:** 17 (natural armor)

**Hit Points:** 168 (16d12 + 64)

**Speed:** 60 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	7 (-2)	11 (+0)	7 (-2)

**Saving Throws:** Con +8, Wis +4

**Skills:** Perception +4

**Damage Vulnerabilities:** fire

**Damage Immunities:** cold

**Senses:** darkvision 60 ft., tremorsense 60 ft., passive

Perception 14

**Languages:** Primordial

**Challenge:** 9 (5,000 XP)

**Burning Fury:** When the salamander takes fire damage, its Freezing Breath automatically recharges.

## ACTIONS

**Multiattack:** The salamander makes five attacks: four with its claws and one with its bite.

**Claws:** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

**Bite:** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 5 (1d10) cold damage.

**Freezing Breath (Recharge 6):** The salamander exhales chill wind in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 44 (8d10) cold damage on a failed save, or half as much damage on a successful one.

*This massive creature has a smooth hide that is cool blue to white in color. It has three pairs of short, stumpy legs ending in blunt talons. Its eyes are cool white, and its maw lined with icicle-like teeth.*





## GIANT CRAYFISH

*Large beast, unaligned*

**AC:** 15 (natural armor)

**Hit Points:** 45 (7d10 + 7)

**Speed:** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	1 (-5)	9 (-1)	3 (-4)

**Skills:** Stealth +3

**Senses:** blindsight 30 ft., passive Perception 9

**Languages:** —

**Challenge:** 2 (450 XP)

**Amphibious:** The giant crayfish can breathe air and water.

### ACTIONS

**Multiattack:** The giant crayfish makes two claw attacks.

**Claw:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The crayfish has two claws, each of which can grapple only one target.

*This lobster-like crustacean is over 7 feet long and brandishes two oversized front claws. Its gray-green carapace is studded with protrusions and covered with slimy algae growth.*

## GIANT GAR

*Huge beast, unaligned*

**AC:** 14 (natural armor)

**Hit Points:** 85 (9d12 + 27)

**Speed:** swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	2 (-4)	10 (+0)	5 (-3)

**Skills:** Stealth +7

**Senses:** passive Perception 10

**Languages:** —

**Challenge:** 4 (1,100 XP)

**Water Breathing:** The gar can breathe only underwater.

### ACTIONS

**Bite:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) piercing damage. If the target is Medium size or smaller, it must succeed on a DC 12 Dexterity saving throw or be swallowed by the gar. If the target does not have a swim speed, this saving throw has disadvantage. A swallowed creature is blinded and restrained, it has total cover against attacks from outside the gar, and takes 10 (3d6) acid damage at the start of each of the gar's turns. The gar can have only one Medium target or two Small or smaller targets swallowed at a time.

If the gar takes 10 damage or more in a single turn from a creature inside it, the gar must succeed on a DC 15 Constitution saving throw at the end of its turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the gar. If the gar dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

*This enormous fish is fusiform in shape with light green scales and heavy dark bars on its flanks. Its triangular head is massive, with alligator-like extendable jaws lined with dagger-like piercing teeth.*

## GIANT ICE TOAD

*Large monstrosity, neutral*

**AC:** 14 (natural armor)

**Hit Points:** 52 (7d10 + 14)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

**Damage Immunities:** cold

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** Ice Toad

**Challenge:** 3 (700 XP)

**Amphibious:** The toad can breathe air and water.

**Cold Aura:** Any creature that starts its turn within 10 feet of the toad takes 5 (1d10) cold damage.

**Standing Leap:** The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### ACTIONS

**Bite:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

**Swallow:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature the toad is grappling. *Hit:* 10 (2d6 + 3) piercing damage, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage plus 11 (2d10) cold damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

*This monstrous toad has a warty hide with an icy gray coloration. The amphibian has a wide mouth and glistening, black eyes.*



## GIANT LEECH

*Small beast, unaligned*

**AC:** 11

**Hit Points:** 16 (3d6 + 6)

**Speed:** 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	5 (-3)

**Senses:** passive Perception 10

**Languages:** —

**Challenge:** 1/4 (50 XP)

**Amphibious:** The leech can breathe air and water.

**Disease:** A creature bitten by the leech must make a successful DC 11 Constitution saving throw or contract a disease in 1d6 hours. Treat this disease as sewer plague (*DMG*, p. 257).

### ACTIONS

**Bite:** *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 3 (1d4 + 1) piercing damage and the target is grappled (escape DC 11). While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 4 (1d8) hit points due to blood loss.

The leech can detach itself by spending 5 feet of its movement. It does so after it drains 12 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the leech.

*This slimy, worm-like beast has a smooth, black, rubbery hide. It seems to lack eyes and has a disc-like mouth full of recurved grasping teeth.*

## GIANT QUIPPER

*Small beast, unaligned*

**AC:** 14 (natural armor)

**Hit Points:** 18 (4d6 + 4)

**Speed:** 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

**Senses:** passive Perception 10

**Languages:** —

**Challenge:** 1/4 (50 XP)

**Blood Frenzy:** The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Water Breathing:** The quipper can breathe only underwater.

### ACTIONS

**Bite:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

*This 3-foot-long fish has deep blue-green sides but a blood-red belly. Its oversized jaw is filled with protruding, triangular teeth.*

## GIANT RAVEN

*Medium beast, neutral (evil)*

**AC:** 13

**Hit Points:** 16 (3d8 + 3)

**Speed:** 15 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	1 (-5)	13 (+1)	3 (-4)

**Skills:** Perception +3

**Senses:** passive Perception 13

**Languages:** A few phrases/words of Common

**Challenge:** 1/4 (50 XP)

**Mimicry:** The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

### ACTIONS

**Beak:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

*This ebony-feathered, crow-like avian has a wingspan nearly 10 feet across. Its eyes sparkle with a malevolent stare behind a crooked beak.*

## GIANT TICK

Medium beast, unaligned

**AC:** 13 (natural armor)

**Hit Points:** 22 (4d8 + 4)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	1 (-5)	10 (+0)	3 (-4)

**Skills:** Stealth +4

**Senses:** blindsight 30 ft., passive Perception 10

**Languages:** —

**Challenge:** 1/2 (100 XP)

**Ambusher:** In the first round of combat, the tick has advantage on attack rolls against any creature it surprised.

### ACTIONS

**Bite: Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage and the tick attaches to the target. While attached, the tick doesn't attack. Instead, at the start of each of the tick's turns, the target loses 5 (1d6 + 2) hit points due to blood loss.

The tick can detach itself by spending 5 feet of its movement. Satiated, it does so after it drains 15 hit points from the target or after the target dies. A creature, including the target, can use its action to detach the tick.

When satiated, the tick attempts to flee to digest its meal, but now has a reduced speed of 20 feet.

*This bloated arachnid has a rounded, black body with tufts of coarse hair. Its bloat is barely supported on thin legs, and it has a tiny head with nasty mandibles.*



## GOBLIN SHARK

Small beast, unaligned

**AC:** 13 (natural armor)

**Hit Points:** 16 (3d6 + 6)

**Speed:** 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	1 (-5)	10 (+0)	3 (-4)

**Skills:** Perception +2

**Senses:** blindsight 30 ft., passive Perception 12

**Languages:** —

**Challenge:** 1/4 (50 XP)

**Pack Tactics:** The goblin shark has advantage on an attack roll against a creature if at least one of the goblin shark's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Water Breathing:** The goblin shark can breathe only underwater.

## ACTIONS

**Bite:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target is grappled (escape DC 12) as the goblin shark extends its jaws. At the start of each of the goblin shark's turns, the target takes 7 (2d4 + 2) slashing damage as the goblin shark shakes its head back and forth.

*This shark is about 4 to 5 feet long with a slender, dark gray body and oversized, dark, emotionless eyes. It sports a flat, protruding, horn-like snout, under which is an oversized jaw lined with needle-like teeth.*

## HARGINN GRUE

Medium elemental (shapechanger), neutral evil

**AC:** 17 (natural armor)

**Hit Points:** 32 (5d8 + 10)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

**Damage Resistances:** bludgeoning, piercing, and slashing that is nonmagical

**Damage Immunities:** fire, poison

**Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** Ignan

**Challenge:** 2 (450 XP)

**Shapechanger:** The harginn can use a bonus action to polymorph into an 8-foot-high bonfire or into a 6-foot-tall bronze statue, or back into its true form, which is humanoid. Its statistics are the same in each form. It reverts to its true form if it dies.

**Elemental Nature:** The harginn doesn't require air, food, drink, or sleep.

**False Appearance (Bonfire or Statue Form Only):** When in the form of a bonfire, the harginn is indistinguishable from a normal fire. When in the form of a bronze statue, the harginn is indistinguishable from a normal statue.

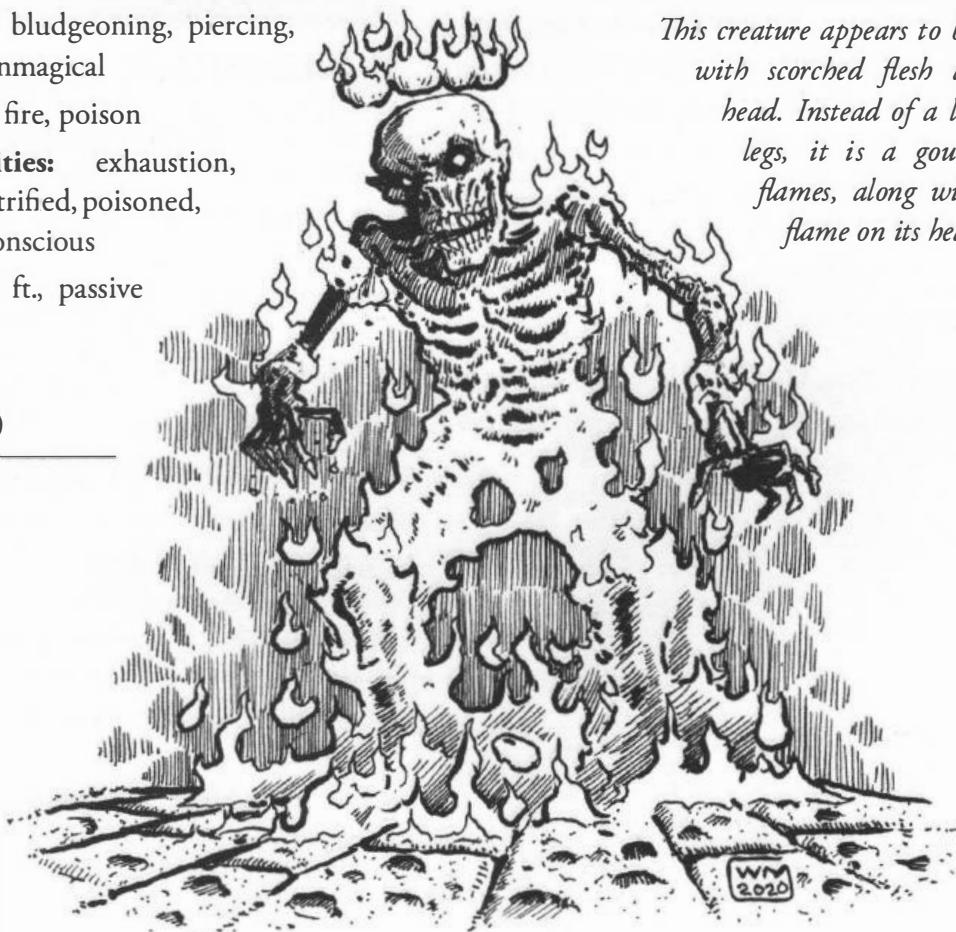
**Fire Magic Dampening:** No fire-based spells function within 30 feet of the harginn or affect it directly. The spell or spell-like effect (although not an effect generated from a magic item) fails or is dispelled.

**Innate Spellcasting (1/Day):** The harginn can innately cast *blink*. Its innate spellcasting ability is Charisma.

## ACTIONS

**Fire Gout:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage.

*This creature appears to be a humanoid with scorched flesh and a skeletal head. Instead of a lower torso and legs, it is a gout of flickering flames, along with a crown of flame on its head.*



# HIERACOSPHINX

*Large monstrosity, chaotic evil*

**AC:** 16 (natural armor)

**Hit Points:** 85 (10d10 + 30)

**Speed:** 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	14 (+2)	14 (+2)

**Skills:** Perception +8

**Damage Resistances:** acid, fire, lightning, thunder

**Damage Immunities:** psychic; bludgeoning, piercing, and slashing that is nonmagical

**Condition Immunities:** charmed, frightened, poisoned

**Senses:** truesight 120 ft., passive Perception 18

**Languages:** Common, Sphinx

**Challenge:** 8 (3,900 XP)

**Dive Attack:** If the sphinx is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

**Inscrutable:** The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain its intentions or sincerity have disadvantage.

**Keen Sight:** The sphinx has advantage on Wisdom (Perception) checks that rely on sight.

**Magic Weapons:** The sphinx's weapon attacks are magical.

## ACTIONS

**Multiattack:** The sphinx makes two attacks: one with its beak and one with its claws.

**Beak:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

**Claws:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

## LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another



creature's turn. The sphinx regains spent legendary actions at the start of its turn.

**Claws Attack:** The sphinx makes one claws attack.

**Teleport (Costs 2 Actions):** The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

**Withering Stare (Costs 3 Actions):** The sphinx magically forces a creature it can see within 60 feet of it to make a DC 13 Charisma saving throw. The creature takes 13 (3d8) psychic damage on a failed save, or half as much damage on a successful one.

*These beasts appear almost somewhat similar to griffons, possessing lion-like bodies, hawkish heads, and massive talons. Their eyes, however, betray great cruelty.*

## HILL GIANT ZOMBIE

*Huge undead, neutral evil*

**AC:** 12 (natural armor)

**Hit Points:** 138 (12d12 + 60)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	6 (-2)	21 (+5)	3 (-4)	7 (-2)	4 (-3)

**Saving Throws:** Wis +1

**Senses:** darkvision 60 ft., passive Perception 8

**Languages:** Understands Giant but can't speak

**Challenge:** 5 (1,800 XP)

**Undead Fortitude:** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

**Undead Nature:** The zombie doesn't require air, food, drink, or sleep.

### ACTIONS

**Multiattack:** The zombie makes two melee attacks.

**Greatclub:** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

**Rock:** *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

**Slam:** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

*The rotting flesh of this giant mocks its once living state. Its rubbery flesh is putrid and limp, adorned with old, open wounds. A handaxe is still buried into its flank. Its eyes are lifeless and unblinking, and it has a shambling gait.*

## HOOTING FUNGUS

*Tiny plant, chaotic evil*

**AC:** 7 (natural armor)

**Hit Points:** 2 (1d4)

**Speed:** 0 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	1 (-5)	10 (+0)	8 (-1)	12 (+1)	6 (-2)

**Damage Vulnerabilities:** fire, radiant

**Condition Immunities:** blinded, deafened, frightened

**Senses:** blindsight 30 ft. (blind beyond this radius), passive Perception 11

**Languages:** —

**Challenge:** 0 (10 XP)

**Extreme Light Sensitivity:** Exposure to any magical light causes the hooting fungus to take 1d6 radiant damage.

**Loam Lurkers:** The fungus dislikes light and normally dwells below ground level but can fully emerge from below the earth in a single action.

### REACTIONS

**Spore Cloud:** When bright light or a creature comes within 30 feet of three or more hooting fungi that are within 5 feet of each other, the fungi emit a cloud of spores. Each creature within 10 feet of each fungus must succeed on a DC 10 Constitution saving throw or be blinded for 1 minute.

*These ghastly little toadstool-like growths appear to possess withered faces, contorted as if in anger or pain. The fungi stand less than 1 foot in height and are a mottled combination of disgusting purples mixed with veins of ochre and umber.*

## ICE LIZARD

*Small dragon, chaotic evil*

**AC:** 15 (natural armor)

**Hit Points:** 27 (5d6 + 10)

**Speed:** 30 ft., fly 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	5 (-3)	10 (+0)	11 (+0)

**Skills:** Perception +2, Stealth +5

**Senses:** darkvision 30 ft., passive Perception 12

**Damage Resistances:** cold

**Languages:** —

**Challenge:** 4 (1,100 XP)

**Amphibious:** The ice lizard can breathe air and water.

**Innate Spellcasting:** The ice lizard's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no material components:

- 2/day each: *fear*, *sleep*

**Magic Resistance:** The ice lizard has advantage on saving throws against spells and other magical effects, except charm or hold effects, against which the ice lizard has disadvantage on saving throws.

### ACTIONS

**Multiattack:** The ice lizard makes two attacks: one with its bite and one with its claws.

**Bite:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 2 (1d4) cold damage.

**Claws:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Cold Breath (Recharge 6):** The ice lizard exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 13 (3d8) cold damage on a failed save, or half as much damage on a successful one.

**Change Shape (2/Day):** The ice lizard magically polymorphs into a **young white dragon**, remaining in that form for up to 1 hour. It can use a bonus action to revert to its true form (and the number of hit points it had before transforming). Its statistics, other than its Intelligence, Wisdom, and Charisma scores and its



inability to speak, become that of a young white dragon. It reverts to its true form if it dies.

*This small, draconic creature appears to be a winged lizard. It has a white hide, an elongated snout, and as it breathes, a puff of frost emits from its nostrils.*

# ILDRISS GRUE

Medium elemental, neutral evil

**AC:** 13

**Hit Points:** 32 (5d8 + 10)

**Speed:** 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	14 (+2)	12 (+1)	14 (+2)

**Damage Resistances:** lightning, thunder; bludgeoning, piercing, and slashing that is nonmagical

**Damage Immunities:** poison

**Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses:** darkvision 60 ft., passive Perception 11

**Languages:** Auran

**Challenge:** 3 (700 XP)

**Dispel Weather Magic:** All magical air- and weather-based effects within 50 feet of the ildriss are dispelled. This includes spells such as *gust of wind* and *ice storm* and magical item effects (such as from a *wind fan*).

**Elemental Nature:** The ildriss doesn't require air, food, drink, or sleep.

**Illumination:** The ildriss sheds bright light in a 15-foot radius and dim light for an additional 20 feet.

**Innate Spellcasting:** The ildriss's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

- At will: *fog cloud*
- 1/day each: *blur*, *gust of wind*

**Weather Spell Immunity:** No air-based or air-affecting spell, including the following, will work against the ildriss: *call lightning*, *cloudbreak*, *cone of cold*, *control weather*, *fog cloud*, *gust of wind*, *lightning bolt*, *stinking cloud*.



## ACTIONS

**Multiattack:** The ildriss makes two Vaporous Tentacle attacks.

**Vaporous Tentacle:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 2 (1d4) cold damage.

*Hovering in the air is a dense, gray cloud that moves with purpose and intelligence. Three horizontal, red lights that can only be eyes peer hungrily from the center of its form.*

## IXITXACHITL

*Small aberration, chaotic evil*

**AC:** 15 (natural armor)

**Hit Points:** 18 (4d6 + 4)

**Speed:** 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	7 (-2)

**Senses:** darkvision 60 ft., passive Perception 11

**Languages:** Abyssal, Ixitxachitl

**Challenge:** 1/4 (50 XP)

### ACTIONS

**Bite:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

### REACTIONS

**Barbed Tail:** When a creature provokes an opportunity attack from the ixitzachitl, the ixitzachitl can make the following attack instead of using its bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

*This manta-like creature has a pitch-black upper surface, and a milky-white belly. It has small “clawed hands” at the tips of its wings.*

## IXITXACHITL CLERIC

*Small aberration, chaotic evil*

**AC:** 15 (natural armor)

**Hit Points:** 18 (4d6 + 4)

**Speed:** 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	7 (-2)

**Senses:** darkvision 60 ft., passive Perception 11

**Languages:** Abyssal, Ixitxachitl

**Challenge:** 1/4 (50 XP)

**Spellcasting:** The ixitzachitl is a 5th-level spellcaster that uses Wisdom as its spellcasting ability (spell save DC 11, +3 to hit with spell attacks). The ixitzachitl has the following cleric spells prepared:



- Cantrips (at will): *guidance, thaumaturgy*
- 1st level (4 slots): *charm person, create or destroy water*
- 2nd level (3 slots): *hold person, silence*
- 3rd level: (2 slots): *dispel magic, tongues*

### ACTIONS

**Bite:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

### REACTIONS

**Barbed Tail:** When a creature provokes an opportunity attack from the ixitzachitl, the ixitzachitl can make the following attack instead of using its bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

*This manta-like creature has a pitch-black upper surface, and a milky-white belly. Its white surface bears many runes and sigils. It has small “clawed hands” at the tips of its wings, and a long, barbed whip-like tail.*

## JUVENILE CATOBLEPAS

*Medium monstrosity, unaligned*

**AC:** 13 (natural armor)

**Hit Points:** 60 (8d8 + 24)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	3 (-4)	14 (+2)	8 (-1)

**Senses:** darkvision 60 ft., passive Perception 12

**Languages:** —

**Challenge:** 4 (1,100 XP)

**Keen Smell:** The juvenile catoblepas has advantage on Wisdom (Perception) checks that rely on smell.

**Stench:** Any creature other than a catoblepas that starts its turn within 10 feet of the juvenile catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

### ACTIONS

**Tail:** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the start of the juvenile catoblepas's next turn.

**Death Ray (Recharge 6):** The juvenile catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 14 Constitution saving throw, taking 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 40 necrotic damage. The target dies if reduced to 0 hit points by this ray.

*This hideous beast has a head that resembles a scarred warthog; a heavy, bovine body; and a lengthy tail tipped with a bony, club-like protrusion. The monster's oily hide is a sickly combination of brackish gray tinged with dirty brown.*



## KHARGRA

*Small monstrosity, unaligned*

**AC:** 18 (natural armor)

**Hit Points:** 93 (11d6 + 55)

**Speed:** 10 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	20 (+5)	6 (-2)	12 (+1)	6 (-2)

**Skills:** Perception +7, Stealth +6

**Damage Resistances:** bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantine

**Senses:** darkvision 60 ft., passive Perception 17

**Languages:** —

**Challenge:** 5 (1,800 XP)

**Consume Metal:** The khargra can rapidly tear into nonmagical metal with its teeth. A nonmagical weapon bitten by the khargra takes a permanent and cumulative -1 penalty to damage rolls. If the weapon damage penalty drops to -3 in this manner, the weapon is destroyed. Nonmagical armor bitten by the khargra takes a permanent and cumulative -1 penalty to AC. If the AC penalty drops to -3, the armor becomes useless. The khargra may choose to bite a weapon or armor used by a creature; if armor is targeted the creature wearing the armor takes bite damage on a hit.

**Earth Glide:** The khargra can burrow through nonmagical, unworked earth and stone. While doing so, the khargra doesn't disturb the material it moves through.

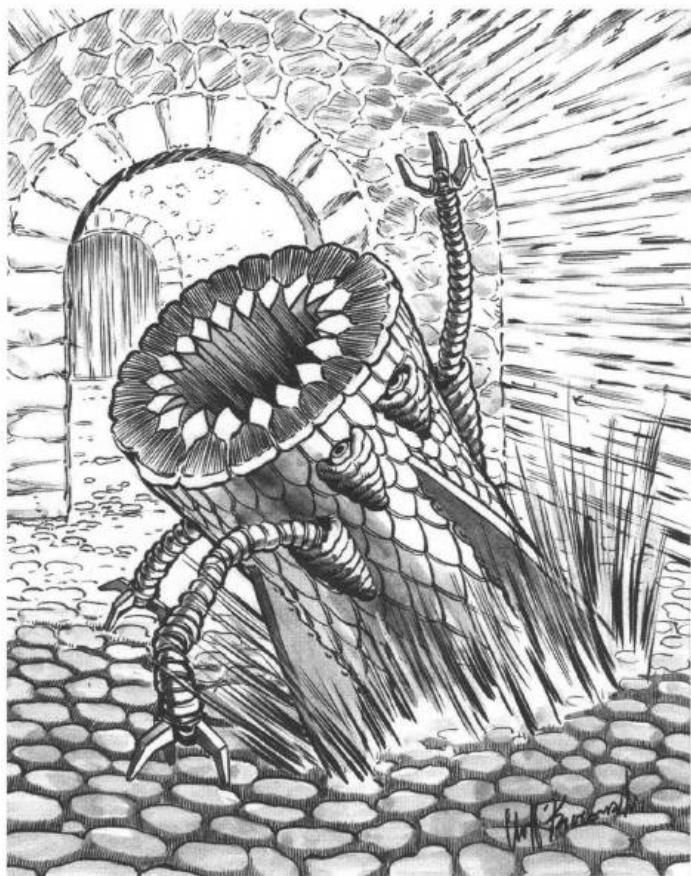
**Iron Scent:** The khargra pinpoints, by scent, the location of ferrous metal within 20 feet of it.

### ACTIONS

**Multiattack:** The khargra makes three Grasping Claw attacks.

**Bite:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) piercing damage.

**Grasping Claw:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a Medium or smaller creature and hit by two or more claws on the same turn, it is grappled (escape DC 14). Until this grapple ends, the khargra can bite only the grappled creature and has advantage



on attack rolls to do so, and the khargra cannot make further attacks with its claws.

*This creature looks somewhat fish-like, but on closer examination is something very different. Three clawed appendages surround its toothy, forward-facing maw. A body that sports metal fins and metallic scales completes the picture.*



## KOALINTH

*Medium humanoid (goblinoid), lawful evil*

**AC:** 14 (scale mail)

**Hit Points:** 16 (3d8 + 3)

**Speed:** 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	11 (+0)	10 (+0)	11 (+0)

**Saving Throws:** Dex +2

**Skills:** Athletics +3, Perception +2

**Senses:** darkvision 60 ft., passive Perception 12

**Languages:** Common, Goblin

**Challenge:** 1/2 (100 XP)

**Amphibious:** The koalinth can breathe air and water.

**Martial Advantage:** Once per turn, the koalinth can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the koalinth that isn't incapacitated.

### ACTIONS

**Trident:** *Melee or Ranged Weapon Attack:* +3 to hit,

reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

*This warlike humanoid appears to be goblinoid, but instead of thick fur, it has fine, black-green scales. Its face is flat with oversized, pointed ears, but its nose is reduced. Instead, five blood-red gill slits are on each side of its muscled neck. Its fingers are webbed, as are its talon-tipped feet.*

## KOALINTH SERGEANT

*Medium humanoid (goblinoid), lawful evil*

**AC:** 14 (scale mail)

**Hit Points:** 33 (6d8 + 6)

**Speed:** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	11 (+0)	10 (+0)	12 (+1)

**Saving Throws:** Dex +2, Wis +2

**Skills:** Athletics +4, Perception +2

**Senses:** darkvision 60 ft., passive Perception 12

**Languages:** Common, Goblin

**Challenge:** 2 (450 XP)

**Amphibious:** The sergeant can breathe air and water.

**Martial Advantage:** Once per turn, the sergeant can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the sergeant that isn't incapacitated.

## ACTIONS

**Multiattack:** The sergeant makes two melee attacks with its trident.

**Trident:** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

**Hooked Net:** *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target is restrained. A creature can use its action to make a DC 12 Strength check to free itself or another creature in a hooked net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 12) frees the target without harming it and destroys the net.

## REACTIONS

**Spear the Helpless (2/Day):** Whenever a creature within 30 feet of the sergeant becomes restrained, the sergeant can move its speed toward the restrained creature. If the sergeant ends its move within reach of the restrained creature, it can make a melee attack against it.

*This warlike humanoid appears to be goblinoid, but instead of thick fur, it has fine, black-green scales. Its body is thick and muscled. Its face is flat with oversized, pointed ears, but its nose is reduced. Instead, five blood-red gill slits are on each side of its muscled neck. Its fingers are webbed, thrusting a trident in an aggressive manner.*



## LESSER JUGGERNAUT

*Large monstrosity (shapechanger), neutral (evil)*

**AC:** 15 (natural armor)

**Hit Points:** 85 (10d10 + 30)

**Speed:** 90 ft. (special)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

**Damage Immunities:** fire, poison

**Condition immunities:** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

**Senses:** blindsight 60 ft., passive Perception 11

**Languages:** Understands and (sometimes) speaks the language of its creator

**Challenge:** 8 (3,900 XP)

**Shapechanger:** The juggernaut can polymorph into an object or back into its true, amorphous form. This process takes 1d6 day(s). Its statistics are the same in each form, but it may alter its pseudopod attacks to

inflict either bludgeoning or piercing damage. (Once a damage type is chosen it may not be changed until the juggernaut again changes form.)

**Devastating Roll:** The juggernaut can move through the space of a prone creature. A creature whose space the juggernaut enters for the first time on a turn must make a DC 14 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

**Immutable Form:** The juggernaut is immune to any spell or effect that would alter its form.

**Ramming Speed:** If the juggernaut has wheels or rollers it cannot turn sharply or reverse directions unless it first comes to a complete halt. For every 10 feet it travels it can turn about 3 feet; it must travel 30 feet to make a 90-degree turn. It is also slow to start. In its first turn of animation it can move but 10 feet, gaining 10 feet in additional movement speed in each of its turns thereafter until its maximum speed of 90 feet is achieved. (For example, during its third turn of animation its speed is 30 feet.)

**Siege Monster:** The juggernaut deals double damage to objects and structures.

## ACTIONS

**Multiaction:** The juggernaut may make up to six pseudopod attacks and may target up to three separate opponents.

**Pseudopod:** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage or piercing damage (depending on the juggernaut's current form). If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

*This creature resembles a writhing, amorphous agglomeration of fish, eels, octopi, and other marine monsters carved from stone. This horrid thing is about 8 feet high and nearly as broad, the whole forming a globular mass.*

## LEUCROTTA

*Large monstrosity, chaotic evil*

**AC:** 14 (natural armor)

**Hit Points:** 67 (9d10 + 18)

**Speed:** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	6 (-2)

**Skills:** Deception +2, Perception +3

**Senses:** darkvision 60 ft., passive Perception 13

**Languages:** Abyssal, Gnoll

**Challenge:** 3 (700 XP)

**Keen Smell:** The leucrotta has advantage on Wisdom (Perception) checks that rely on smell.

**Kicking Retreat:** If the leucrotta attacks with its hooves, it can take the Disengage as a bonus action.

**Mimicry:** The leucrotta can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

**Rampage:** When the leucrotta reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make an attack with its hooves.



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## ACTIONS

**Multiattack:** The leucrotta makes two attacks: one with its bite and one with its hooves.

**Bite:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice.

**Hooves:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

*This monstrosity is a grotesque mockery of a natural animal. It has the head of a giant badger, and the powerful body of a hyena perched atop the spindly legs of a hooved deer.*



## MIHSTU

Medium elemental, neutral

**AC:** 19 (natural armor)

**Hit Points:** 52 (8d8 + 16)

**Speed:** 20 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances:** bludgeoning, piercing, and slashing that is nonmagical

**Damage Immunities:** lightning, thunder

**Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** Auran

**Challenge:** 4 (1,100 XP)

**Air Form:** The mihstu can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Cold-Based Vulnerability:** The mihstu is immune to cold damage and cold effects. Instead of inflicting cold damage, such an effect stuns the mihstu for 2d6 rounds.

one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

**Engulf (Recharge 6):** The mihstu can engulf a Medium or smaller creature in its space to drain the creature's health. When a creature starts its turn in the same space as the mihstu, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by 10. The creature dies if this attack reduces its hit point maximum to 0. If the creature survives, each time it completes a long rest its hit point maximum increases by 10 (up to its original value). Until its original hit point maximum is restored the creature can only regain hit points by magical means.

*This indistinct form appears to be a swirling mist with two pinpoints of light that serve as eyes. Several solid-form tentacles whip about the cloudy form.*

## ACTIONS

**Multiattack:** The mihstu makes four tentacle attacks.

**Tentacle:** *Melee Weapon Attack:* +7 to hit, reach 5 ft.,

## MINOR ELEMENTALS

Minor elementals are smaller versions of the elementals presented in the *Monster Manual*. Each is about 4 to 5 feet tall (Medium-sized) and composed of its elemental substance. These smaller versions have even less of a conscious spark, but they can still be conjured by specific spells and magic items.

**Elemental Nature.** An elemental doesn't require air, food, drink, or sleep.

### MINOR AIR ELEMENTAL

*Medium elemental, neutral*

**AC:** 13

**Hit Points:** 39 (6d8 + 12)

**Speed:** 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+0)	17 (+3)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances:** lightning, thunder; bludgeoning, piercing, and slashing that is nonmagical

**Damage Immunities:** poison

**Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** Auran

**Challenge:** 2 (450 XP)

**Air Form:** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

#### ACTIONS

**Slam:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

**Whirlwind (Recharge 5-6):** Each creature in the elemental's space must make a DC 12 Strength saving throw. On a failure, a target takes 6 (1d8 + 2) bludgeoning damage and is flung 10 feet away from the elemental in a random direction and knocked prone. If the thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 12 Dexterity saving throw or

take the same amount of damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

*This elemental appears to be a 4-foot-high cyclone of dust and debris, with a crude, distorted face.*

### MINOR EARTH ELEMENTAL

*Medium elemental, neutral*

**AC:** 15 (natural armor)

**Hit Points:** 57 (6d8 + 30)

**Speed:** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

**Damage Vulnerabilities:** thunder

**Damage Resistances:** bludgeoning, piercing, and slashing that is nonmagical

**Damage Immunities:** poison

**Condition Immunities:** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses:** darkvision 60 ft., tremorsense 60 ft., passive Perception 10

**Languages:** Terran

**Challenge:** 2 (450 XP)

**Earth Glide:** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

**Siege Monster:** The elemental deals double damage to objects and structures.

#### ACTIONS

**Slam:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

*This elemental appears to be a misshapen, 5-foot-tall humanoid with a blocky, dwarf-like appearance. It has oversized, club-like fists and flecks dirt and minerals as it awkwardly stumbles forward on mismatched legs.*



## MINOR FIRE ELEMENTAL

Medium elemental, neutral

AC: 13

**Hit Points:** 45 (6d8 + 18)

**Speed:** 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

**Damage Resistances:** bludgeoning, piercing, and slashing that is nonmagical

**Damage Immunities:** fire, poison

**Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** Ignan

**Challenge:** 2 (450 XP)

**Fire Form:** The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's

space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

**Illumination:** The elemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

**Water Susceptibility:** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

### ACTIONS

**Touch:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

*With a faint hissing and popping sound, this elemental is a 5-foot-high column of flickering flame. It occasionally brightens and spouts with a loud crackle. Careful examining of its blurry countenance reveals malevolent eyes and a gaping mouth.*

## MINOR WATER ELEMENTAL

Medium elemental, neutral

**AC:** 14 (natural armor)

**Hit Points:** 51 (6d8 + 24)

**Speed:** 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

**Damage Resistances:** acid; bludgeoning, piercing, and slashing that is nonmagical

**Damage Immunities:** poison

**Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** Aquan

**Challenge:** 2 (450 XP)

**Freeze:** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

**Water Form:** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

**Slam:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

**Whelm (Recharge 5-6):** Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 7 (1d8 + 3) bludgeoning damage. If it is Medium or smaller, it is also grappled (escape DC 13). Until the grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Medium creature or up to two Small or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 7 (1d8 + 3) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 13 Strength check and succeeding.

*This elemental appears to be a 4-foot-high wave of water that splashes and tumbles about only to reform. Its watery form is turbid, and a faint set of uncaring eyes can be discerned.*

## OGRE CHIEF

Large giant, chaotic evil

**AC:** 13 (scale mail)

**Hit Points:** 95 (10d10 + 40)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	8 (-1)	9 (-1)	9 (-1)

**Senses:** darkvision 60 ft., passive Perception 9

**Languages:** Common, Giant

**Challenge:** 3 (700 XP)

### ACTIONS

**Multiaction:** The ogre makes two melee attacks.

**Greatclub:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Spear:** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

*This ogre towers over his cohorts in height and sheer bulk. Adorned in ill-fitting scale mail, it hefts a massive, bronzewood club that is more like a tree limb.*

## OGRE SHAMAN

Large giant, chaotic evil

**AC:** 11 (hide armor)

**Hit Points:** 52 (7d10 + 14)

**Speed:** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	15 (+2)	11 (+0)	14 (+2)	9 (-1)

**Senses:** darkvision 60 ft., passive Perception 12

**Languages:** Common, Giant

**Challenge:** 3 (700 XP)

**Spellcasting:** The ogre is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The ogre has the following cleric spells prepared:

- Cantrips (at will): *guidance, resistance, thaumaturgy*
- 1st level (4 slots): *cure wounds, inflict wounds, shield of faith*
- 2nd level (2 slots): *silence, spiritual weapon*

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## ACTIONS

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**Greatclub:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

*This ogre appears to be about a foot shorter than its cohorts. It sports numerous bones in its unkempt hair, and several body piercings. Exposed parts of its skin are defaced with vile tattoos.*

## PHYCOMID

*Small plant, unaligned*

---

**AC:** 13 (natural armor)

**Hit Points:** 14 (4d6)

**Speed:** 5 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

**Damage Resistances:** fire

**Damage Immunities:** psychic

**Condition Immunities:** charmed, blinded, deafened, frightened

**Senses:** blindsight 30 ft. (blind beyond this radius); passive Perception 6

**Languages:** —

**Challenge:** 1/4 (50 XP)

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**False Appearance:** While the phycomid remains motionless, it is indistinguishable from an ordinary pile of slimy algae.

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## ACTIONS

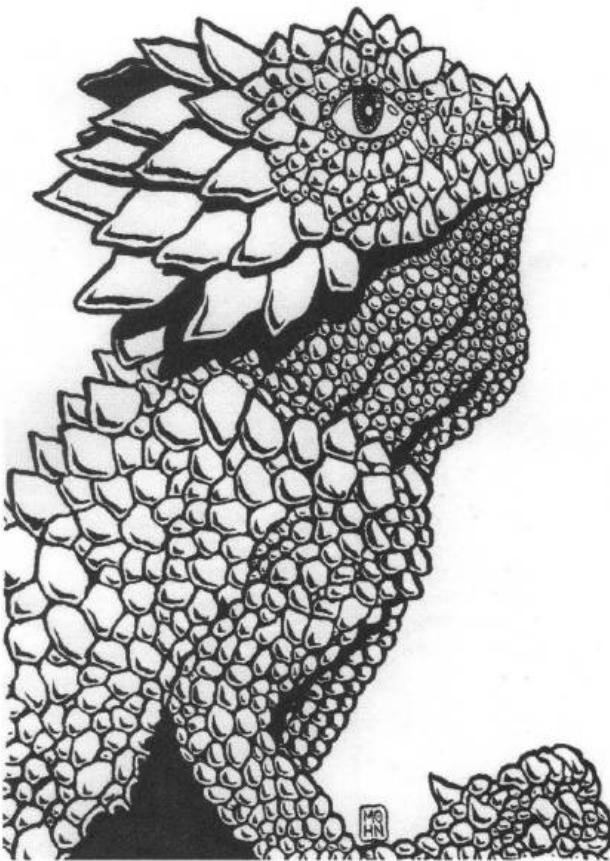
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**Alkaline Spray (Recharge 4-6):** The phycomid discharges an alkaline spray in a 15-foot cone. Each creature in the area of effect takes 9 (2d6 + 2) acid damage and must make a DC 12 Constitution saving throw. Failure indicates a spore infection. For the next 1 minute, the target takes 2 (1d4) poison damage at the start of each of its turns as the spores spread throughout the host. Every 10 minutes following this spread, the target's hit point maximum is reduced by 5 (2d4). The creature dies and becomes a new phycomid if this attack reduces its hit point maximum to 0. During the incubation time *lesser restoration, protection from*



*poison, or the use of a paladin's Lay on Hands cures the target and stops all damage. The cured target's hit point maximum is restored after the target finishes a long rest.*

*This algae-like colony looks like a fibrous, filamentous blob of decomposing organic matter. Topping this mess is a fungal infestation exuding a milky substance from underneath its sickly caps.*



## ROCK REPTILE

Medium beast, unaligned

**AC:** 16 (natural armor)

**Hit Points:** 32 (5d8 + 10)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

**Skills:** Perception +2, Stealth +4

**Senses:** darkvision 60 ft., passive Perception 12

**Languages:** —

**Challenge:** 1 (200 XP)

**Ambusher:** In the first round of combat, the reptile has advantage on attack rolls against any creature it surprised. It can use the Dash action as a bonus action to approach a surprised creature.

**Stone Camouflage:** The reptile has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

### ACTIONS

**Bite:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Tail Slap:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

*This large lizard has a warty, stone-like hide, thick limbs, and a ridged snout.*

## SMALL GIANT FROG

Small beast, unaligned

**AC:** 11

**Hit Points:** 7 (2d6)

**Speed:** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	2 (-4)	10 (+0)	3 (-4)

**Skills:** Perception +2, Stealth +3

**Senses:** darkvision 30 ft., passive Perception 12

**Languages:** —

**Challenge:** 1/8 (25 XP)

**Amphibious:** The frog can breathe air and water.

**Standing Leap:** The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### ACTIONS

**Bite:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

**Sticky Tongue:** *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* The tongue is stuck to the target. The target can spend an action on its turn to remove the tongue. On each of its turns, the frog can make a contested Strength check against the stuck target. If the target is Medium or larger, the frog has disadvantage on this roll. If the frog wins the target is pulled next to it. The frog can bite only the stuck creature next to it and has advantage on the attack roll to do so. The frog can have only one target stuck at a time.

*This 4-foot-high, wart-covered frog has pale green skin with dark blotches. It has a wide, tooth-filled maw with a sinewy, pink tongue and black eyes. It stinks of the swamp.*

## STOROPER

*Large monstrosity, neutral evil*

**AC:** 23 (natural armor)

**Hit Points:** 104 (11d10 + 44)

**Speed:** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	8 (-1)	16 (+3)	6 (-2)

**Skills:** Perception +6, Stealth +6

**Damage Resistances:** piercing from nonmagical ranged attacks

**Senses:** darkvision 60 ft., passive Perception 16

**Languages:** —

**Challenge:** 6 (2,300 XP)

**False Appearance:** While the storoper remains motionless, it is indistinguishable from a normal cave formation, such as a rock column.

**Grasping Tendrils:** The storoper can have up to six tendrils at a time. Each tendril can be attacked (AC 22; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the storoper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 16 Strength check against it.

**Spider Climb:** The storoper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Multiattack:** The storoper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

**Bite:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 26 (5d8 + 4) piercing damage.

**Tendril:** *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 16). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the storoper can't use the same tendril on another target.

**Reel:** The storoper pulls each creature grappled by it up to 25 feet straight toward it.



*What first appeared to be large, misshapen stalagmite reveal itself on closer examination to be something more frightening: a cone-shaped creature with a rocky hide, a gaping mouth ringed with teeth, and a staring, red eye. Six stony tentacles writhe in anticipation of a meal.*



SBP

## SU-MONSTER

Medium monstrosity, chaotic evil

**AC:** 12

**Hit Points:** 27 (5d8 + 5)

**Speed:** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	9 (-1)	13 (+1)	9 (-1)

**Skills:** Athletics +6, Perception +3

**Senses:** passive Perception 13

**Languages:** —

**Challenge:** 1 (200 XP)

### ACTIONS

**Multiattack:** The su-monster makes: one with its bite and one with its claws.

**Bite:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Claws:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, or 12 (4d4 + 2) slashing damage if the su-monster is hanging by its tail and all four of its limbs are free.

**Psychic Crush (Recharge 5-6):** The su-monster targets one creature it can see within 30 feet of it. The target must succeed on a DC 11 Wisdom saving throw or take 17

(5d6) psychic damage and be stunned for 1 minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*This cunning, wicked primate has unkempt fur and gangly limbs. It prefers to hang upside down by a sinewy tail, and sports an oversized mouth lined with needle-like teeth.*

## SWARM OF ELECTRIC EELS

Medium swarm of Tiny beasts, unaligned

**AC:** 13

**Hit Points:** 33 (6d8 + 6)

**Speed:** swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	3 (-4)	10 (+0)	5 (-3)

**Senses:** passive Perception 10

**Languages:** —

**Challenge:** 1/2 (100 XP)

**Swarm:** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny electric eel. The swarm can't regain hit points or gain temporary hit points.

**Water Breathing:** The swarm can breathe only underwater.

### ACTIONS

**Bites:** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage plus 2 (1d4) lightning damage, or 3 (1d6) piercing damage plus 1 (1d2) lightning damage if the swarm has half its hit points or fewer.

**Electric Jolt (Recharge 5-6):** Each creature in the swarm's space or within 10 feet of it must make a DC 13 Constitution saving throw. On a failed save, the creature takes 10 (3d6) lightning damage and is stunned until the end of the swarm's next turn. If the creature shares the space with the swarm, this saving throw is made with disadvantage. On a successful save, a creature takes half as much damage and isn't stunned.

*This is a mess of entwined, slimy, black eels. The mass undulates as a single creature as it "rolls" forward to envelop you!*

## SWARM OF FLOATING EYES

*Medium swarm of Tiny beasts, unaligned*

**AC:** 11

**Hit Points:** 21 (6d8 - 6)

**Speed:** swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	9 (-1)	3 (-4)	10 (+0)	5 (-3)

**Senses:** passive Perception 10

**Languages:** —

**Challenge:** 1/4 (50 XP)

**Swarm:** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny floating eye. The swarm can't regain hit points or gain temporary hit points.

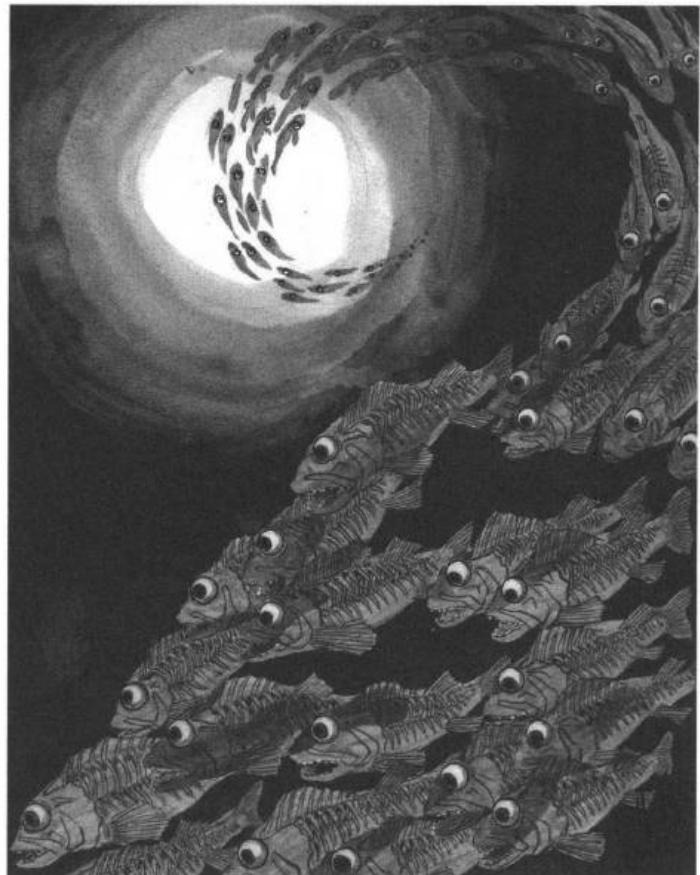
**Water Breathing:** The swarm can breathe only underwater.

### ACTIONS

**Bites:** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half its hit points or fewer.

**Hypnotic Eyes (Recharge 5-6):** The dancing floating eyes of this fish swarm create a 15-foot-cube hypnotic pattern. Those gazing on the area must make a successful DC 10 Wisdom saving throw or become hypnotized for 1 minute. A hypnotized creature is incapacitated, until either it takes damage or another creature spends an action to shake it out of the stupor.

*The tiny fish that compose this swarm have transparent bodies, save for a single 3-inch-diameter unblinking eye. The swarm moves in unison, almost in a scintillating dance that soothes your clouded mind.*



## TRAPPER

*Large monstrosity, unaligned*

**AC:** 13 (natural armor)

**Hit Points:** 85 (10d10 + 30)

**Speed:** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	2 (-4)	13 (+1)	4 (-3)

**Skills:** Stealth +2

**Senses:** blindsight 30 ft., darkvision 60 ft., passive Perception 11

**Languages:** —

**Challenge:** 3 (700 XP)

**False Appearance:** While the trapper is attached to a ceiling, floor, or wall and remains motionless, it is almost indistinguishable from an ordinary section of ceiling, floor, or wall. A creature that can see it and succeeds on a DC 20 Intelligence (Investigation) or Intelligence (Nature) check can discern its presence.

**Spider Climb:** The trapper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Smother:** One Large or smaller creature within 5 feet of the trapper must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14). Until the grapple ends, the target takes 17 (4d6 + 3) bludgeoning damage plus 3 (1d6) acid damage at the start of each of its turns. While grappled in this way, the target is restrained, blinded, and at risk of suffocating. The trapper can smother only one creature at a time.

*This flat creature has a leathery hide that, at quick glance, bears a pattern similar to a cobblestone floor. At the edges of the creature's body are small, grasping claws.*



## USTILAGOR

*Small plant, unaligned*

**AC:** 15 (natural armor)

**Hit Points:** 13 (3d6 + 3)

**Speed:** 15 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	3 (-4)	10 (+0)

**Condition Immunities:** charmed, blinded, deafened, frightened

**Senses:** blindsight 30 ft. (blind beyond this radius); passive Perception 6

**Languages:** —

**Challenge:** 1/4 (50 XP)

**Innate Spellcasting (Psionics):** The ustilagor's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no components:

- 3/day each: *dominate person, protection from energy*
- 1/day: *dominate monster*

### ACTIONS

**Tendril:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage plus 3 (1d6) acid damage. At the start of its next turn the target takes 3 (1d6) acid damage due to caustic substances on its flesh.

*This creature appears to be a small, brain-like growth on several coral-like appendages that serve as crude feet. Two crimson, flickering tendrils lash out as you approach!*



## VAMPIRIC IXITXACHITL

Medium aberration, chaotic evil

**AC:** 16 (natural armor)

**Hit Points:** 44 (8d8 + 8)

**Speed:** 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	12 (+1)	13 (+1)	7 (-2)

**Senses:** darkvision 60 ft., passive Perception 11

**Languages:** Abyssal, Ixitxachitl

**Challenge:** 2 (450 XP)

**Regeneration:** The ixitxachitl regains 10 hit points at the start of its turn. The ixitxachitl dies only if it starts its turn with 0 hit points.

### ACTIONS

**Vampiric Bite:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. The target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken, and the ixitxachitl regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

### REACTIONS

**Barbed Tail:** When a creature provokes an opportunity attack from the ixitxachitl, the ixitxachitl can make the following attack instead of using its bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

*This manta-like creature has a pitch-black upper surface, and a milky-white belly. It has small “clawed hands” at the tips of its wings. Its inky eyes gleam with a sinister intelligence, and although small its maw is lined with rows of curving pointed teeth.*

## VAPOR RAT

Small beast (shapechanger), unaligned

**AC:** 13

**Hit Points:** 10 (3d6)

**Speed:** 40 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	11 (+0)	4 (-3)	10 (+0)	4 (-3)

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** —

**Challenge:** 1/4 (50 XP)

**Shapechanger:** The vapor rat can use its action to polymorph into a Small cloud of mist or back into its true form (that of a Small rat).

**Air Form (Mist Form Only):** The rat can enter a hostile creature’s space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. It cannot pass through water.

**Flight (Mist Form Only):** The rat is weightless, has a flying speed of 20 feet, and can hover.

**Keen Smell:** The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Noxious Death:** The rat explodes into a plume of noxious fumes when it drops to 0 hit points. Each creature within 5 feet of it must make a DC 10 Constitution saving throw. A creature that doesn’t breathe air or is immune to poison automatically succeeds on this saving throw. On a failed save, the creature spends its next action retching and reeling.

**Pack Tactics (Rat Form Only):** The rat has advantage on an attack roll against a creature if at least one of the rat’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

### ACTIONS

**Bite (Rat Form Only):** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

*These gray rats are unusually large. As one sits up on its hind legs, sniffing the air, thin tendrils of mist come from its fur.*

## VARRDIG GRUE

Medium elemental, neutral evil

**AC:** 15 (natural armor)

**Hit Points:** 39 (6d8 + 12)

**Speed:** 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

**Damage Resistances:** acid; bludgeoning, piercing, and slashing that is nonmagical

**Damage Immunities:** poison

**Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** Aquan

**Challenge:** 2 (450 XP)

**Elemental Nature:** The varrdig doesn't require air, food, drink, or sleep.

**False Appearance:** While the varrdig is submerged, it is indistinguishable from normal water.

**Water Breathing:** The varrdig can breathe only underwater.

**Water Magic Dampening:** No water-based spells function within 30 feet of the varrdig or affect it directly. The spell or spell-like effect (although not an effect generated from a magic item) fails or is dispelled. This includes: *control water, create food or water, create or destroy water, ice storm, purify food and drink, ray of frost, wall of ice, water breathing, water walk.*

### ACTIONS

**Multiaction:** The varrdig makes two claw attacks.

**Claw:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

**Water Jet:** *Ranged Weapon Attack:* +3 to hit, range 5/10 ft., one target. *Hit:* 11 (4d4 + 1) bludgeoning damage and the target must make a successful DC 12 Dexterity saving throw or become blinded for 1d4 rounds. If an incapacitated creature is hit by a Water Jet attack, the varrdig's water tube is thrust into its nostrils and flushed with water. At the start of its next turn, the creature drops to 0 hit points and is dying (from drowning).

*This disgusting mass is a bloated blob of jelly-like water, small chicken-like legs, and numerous fleshy tubes protruding randomly from its hide. These tubes excrete ichor and fluids in a sloppy fashion with a disgusting plopping sound.*



## VIOLET FUNGUS CURTAIN

Huge plant, unaligned

AC: 5

**Hit Points:** 100 (15d12)

**Speed:** 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

**Condition Immunities:** blinded, deafened, frightened

**Damage Immunities:** psychic; bludgeoning, piercing, and slashing that is nonmagical

**Senses:** blindsight 60 ft. (blind beyond this radius), passive Perception 6

**Languages:** —

**Challenge:** 4 (1,100 XP)

**False Appearance:** While the violet fungus curtain remains motionless, it is indistinguishable from an ordinary curtain.

### ACTIONS

**Multiattack:** The violet fungus curtain makes 1d6 melee attacks. It has 24 tentacles that can attack, but only a maximum of 6 can target a Medium-sized target per turn.

**Rotting Touch:** *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 11 (2d10) necrotic damage and the target must make a DC 12 Constitution saving throw. On a failure, the target loses a random limb to quick rot in 1d4 minutes and its hit point maximum is reduced by 10 (3d6). A *lesser restoration* spell or the use of a paladin's Lay on Hands administered to the rotting limb before the time limit reverses the effect. After this time limit, a *regenerate* spell is needed to regrow a rotted limb.

*This curtain undulates as a living creature composed of clinging fungus with a sickly purple hue. Numerous branch-like stalks flail from the main body, reaching for unseen prey.*



BKM-2020

## VODYANOI

Large monstrosity, chaotic evil

AC: 18 (natural armor)

**Hit Points:** 85 (10d10 + 30)

**Speed:** 20 ft., burrow 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

**Senses:** darkvision 120 ft., tremorsense 60 ft., passive Perception 10

**Languages:** Vodyanoi

**Challenge:** 4 (1,100 XP)

**Tunneler:** The vodyanoi can burrow through solid rock at half its burrowing speed and leaves a 5-foot-wide, 8-foot-high tunnel in its wake.

**Water Breathing:** The vodyanoi can breathe only underwater.

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## ACTIONS

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**Multiaction:** The vodyanoi makes three attacks: two with its claws and one with its mandibles.

**Claw:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

**Mandibles:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

**Summon Electric Eel Swarm (1/Day):** The vodyanoi magically calls 1d3 **swarms of electric eels** (see above). The called swarms arrive in 1d4 rounds, acting as allies of the vodyanoi and obeying its spoken commands. The eels remain for 1 hour, until the vodyanoi dies, or until the vodyanoi dismisses them as a bonus action.

*The bulk of this creature is slimy and algae-covered. It has massive, thick, webbed hands and two blocky, webbed feet. It sports fin rays on its head and arms, and has an oversized maw filled with shark-like teeth. It has two black eyes and serrated mandibles to grab prey.*



## VORTEX

*Medium elemental, chaotic neutral*

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**AC:** 14 (natural armor)

**Hit Points:** 32 (5d8 + 10)

**Speed:** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	1 (-5)	6 (-2)	3 (-4)

**Damage Resistances:** lightning, thunder

**Damage Immunities:** poison

**Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses:** darkvision 60 ft., passive Perception 8

**Languages:** —

**Challenge:** 2 (450 XP)

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**Air Form:** The vortex can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

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## ACTIONS

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**Engulf:** The vortex moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces.

Whenever the vortex enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the vortex. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the vortex enters the creature's space and the creature is engulfed. The engulfed creature is blinded and restrained and takes 3 (1d6) bludgeoning damage at the start of each of the vortex's turns.

An engulfed creature may not attack the vortex. When the vortex moves, the engulfed creature moves with it. The vortex can hold only one Medium creature inside it at a time. On its turn, the vortex can willingly expel the target by using 5 feet of movement.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the vortex.

**Violent Spin (Recharge 5-6):** The vortex spins an engulfed creature at particularly high speed. The creature must make a successful DC 12 Constitution saving throw or take 17 (5d6) bludgeoning damage.

*This elemental appears as a whirling cone of air and debris nearly as tall as a man. A small, gray sphere about the size of a fist bobs and dodges about in the center of the whirlwind.*

## WIND WALKER

*Large elemental, neutral*

**AC:** 13

**Hit Points:** 39 (6d10 + 6)

**Speed:** 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	14 (+2)	10 (+0)	10 (+0)

**Damage Resistances:** lightning, thunder; bludgeoning, piercing, and slashing that is nonmagical

**Damage Immunities:** poison

**Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses:** darkvision 60 ft., passive Perception 10

**Languages:** Auran, telepathy 60 ft.

**Challenge:** 2 (450 XP)

**Immune to Magic:** The wind walker is immune to all spells, with the following exceptions:

- *Control weather* instantly slays the wind walker.
- *Slow* inflicts damage as a *fireball*.
- *Ice storm* causes the wind walker to flee for 1d4 rounds.
- *Haste* inflicts 10 (3d6) bludgeoning damage on the wind walker but doubles the amount of damage caused by its Wind Blast attack (to 27 [6d6 + 6] bludgeoning damage) for 1d4 rounds.

**Innate Spellcasting (At Will):** The wind walker can innately cast *detect thoughts* as a bonus action, requiring no material components. Its innate spellcasting ability is Intelligence (save DC 12).

## ACTIONS

**Wind Blast:** *Melee Weapon Attack:* +5 to hit, reach 15 ft., all targets in a 15-foot cone. *Hit:* 13 (3d6 + 3) bludgeoning damage.

*Although mostly unseen, you can feel the presence of this elemental creature. Not just as an icy, penetrating wind, but as it probes your very thoughts with its diabolical intelligence.*

## XAREN

Medium elemental, neutral

**AC:** 17 (natural armor)

**Hit Points:** 57 (6d8 + 30)

**Speed:** 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	20 (+5)	10 (+0)	10 (+0)	11 (+0)

**Skills:** Perception +4, Stealth +2

**Damage Resistances:** piercing from nonmagical ranged attacks that aren't adamantine

**Senses:** darkvision 60 ft., tremorsense 60 ft., passive Perception 14

**Languages:** Terran

**Challenge:** 4 (1,100 XP)

**Consume Magic Metal:** The xaren craves to consume metal objects that have been enchanted. For every magic metal item consumed, the xaren gains 10 temporary hit points (subject to its hit point maximum). If the enchanted item had a "plus," such as a *+1 dagger*, the xaren gains an additional 10 temporary hit points per "plus."

**Earth Glide:** The xaren can burrow through nonmagical, unworked earth and stone. While doing so, the xaren doesn't disturb the material it moves through.

**Stone Camouflage:** The xaren has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Treasure Sense:** The xaren can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

### ACTIONS

**Multiattack:** The xaren makes three claw attacks and one bite attack.

**Claw:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

**Bite:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

*This stony creature has a dense body with an upward-facing maw where its head should be. Below this enormous mouth, at chest level, is a stone-lidded eye. It moves about on three stout legs and three long arms, each tipped with sharp talons, jut from its upper body.*



## APPENDIX D

# New Items & Magic

## NEW ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<b>Shield</b>					
Spiked buckler	10 gp	+1	—	—	3 lb.

**Spiked Buckler.** A buckler is a small, light shield either held or worn on the arm. Bucklers are usually circular. Spiked bucklers have a central boss with a projecting spike, which may be used for stabbing attacks.

A spiked buckler may be used to make an attack. It is a martial melee weapon with the light property that causes 1d4 piercing damage. If the buckler is of the rotella sort (i.e., worn on the arm rather than being held via a rear strap or handle), the spike is largely ornamental, and if it is used as a weapon, the wielder has disadvantage on the attack roll.

Bucklers sans spikes cost 5 gp and may not be used to attack.

## NEW WEAPONS

**Double Crossbow.** The double crossbow, or double-track crossbow, is engineered to fire two bolts simultaneously, though it may also be loaded with a single bolt if desired. If used to fire two bolts, the wielder makes two attacks with disadvantage on the rolls.

Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
Falchion	12 gp	1d10 slashing	5 lb.	—
Fauchard-fork	25 gp	1d10 slashing	8 lb.	Heavy, reach, two-handed, special
Garrote	1 gp	1d4 piercing	—	Finesse, special
Glaive-guisarme	25 gp	2d4 slashing	7 lb.	Heavy, reach, two-handed, special
Man catcher	20 gp	1d2 piercing	5 lb.	Heavy, reach, two-handed, special
<i>Martial Ranged Weapons</i>				
Double crossbow	75 gp	1d6 piercing	20 lb.	Ammunition (range 50/200), heavy, loading, two-handed

**Falchion.** A falchion is a one-handed sword with a slightly curved, heavy blade.

**Fauchard-fork.** At the option of the wielder this polearm may be used to deliver 1d6 piercing damage via a forward-projecting spike instead of the slashing damage from the scythe blade.

**Garrote.** A garrote is a cord or wire used to strangle an enemy. This weapon is ineffective against a target wearing armor that protects the neck area, including leather armor. This device is best used in surprise attacks; after the initial attack, all subsequent attack rolls on the same target have disadvantage.

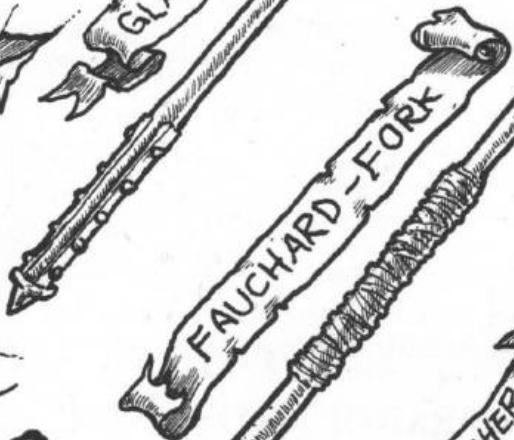
**Glaive-guisarme.** This glaive has an added hook device (or devices) that may be used to dismount a mounted opponent (which does no damage to the target but dismounts them on a successful hit, at the option of the wielder).

**Man Catcher.** A man catcher is a polearm with a semi-circular end and two prongs. On a successful hit against a Medium-sized humanoid opponent, the weapon entraps the target and the target is grappled (escape DC is 10 + the wielder's Strength modifier). The man catcher may not be used against another opponent until the grapple ends. If the wielder of the man catcher releases the weapon after a target is grappled, the target has advantage on their attempt to escape.

SPIKED BUCKLER



GLAIVE - GUIARNE



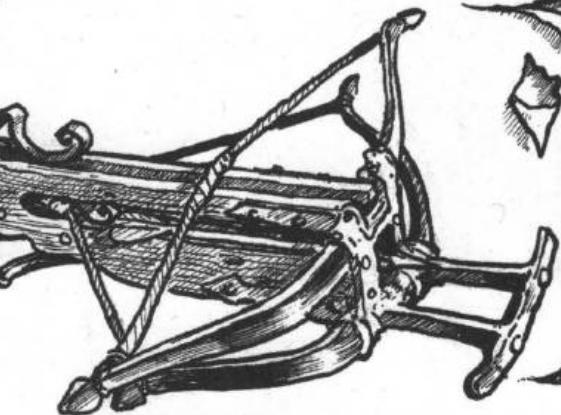
FAUCHARD - FORK



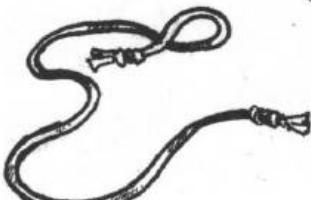
MAN CATCHER



DOUBLE CROSSBOW



GAROTTE



WM

## NEW MAGIC ITEMS

### BACKBITER SPEAR

Weapon (spear), rare (requires attunement)

The wielder gains a +2 bonus to attack and damage rolls made with this magic weapon.

**Curse.** This spear is cursed and becoming attuned to it extends the curse to the wielder. If used in melee in anger against a foe, it will instead function against its wielder; the spear will curl to strike its wielder in the back (using the wielder's attack roll and ignoring any shield and/or Dexterity bonuses to Armor Class, and doing normal damage). Backbiting includes hurling, and if thrown, the damage done to the hurler will be doubled, but the curse is then broken. A *remove curse* spell also can be used to break the weapon's cursed attunement.



### BELT OF HOLDING

Wondrous item, uncommon

This leather belt is stitched with silver thread and has four small pouches fashioned thereon. This belt magically reduces weight; each pocket can hold 250 coins (or 5 pounds of weight) as if it were but 1 coin (or about a third of an ounce). However, nothing larger than 1 by 2 by 3 inches can fit into a pocket, and the maximum cubic volume capacity for a pocket is 3 by 6 by 12 inches. Thus, flasks of holy water would easily fit, but a dagger or wand would not, in most cases.

### CLOAK OF POISONOUSNESS

Wondrous item, rare

This plain, black, woolen cloak does not wrinkle, but often has a slight acrid scent. Careful examination with a successful DC 20 Intelligence (Investigation) check reveals a tiny label that reads, "Nessus Shirt Company."

**Curse.** If worn, the cloak can't be removed unless targeted with a *greater restoration* spell, which destroys the magic property of the cloak. The wearer gains the poisoned condition, and each hour must make a successful DC 13 Constitution saving throw or suffer 3d8 poison damage. If the wearer dies from poison damage while wearing the cloak, it can be removed.

### CROSSBOW OF SPEED

Weapon (any crossbow), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, the *crossbow of speed* does not have the loading property.

### CURSED SCARAB OF PROTECTION

Wondrous item, very rare (requires attunement)

This is a small, beetle-shaped medallion, often carved from obsidian and placed on a silver or electrum chain. If held for 1 minute, it glows softly indicating its magical nature.

**Curse.** If this item is attuned, the wearer has disadvantage on all saving throws against spells.

### FRAGARACH

Weapon (longsword), artifact (requires attunement)

*Fragarach* appears to be a finely made longsword. Inscribed along its blade is a small line of runes that trans-

late to “The Answerer.” It is the original *sword of answering*, and all similar magical blades were patterned after it.

This hefty, steel longsword bears a mighty enchantment. It was originally fashioned for a demigod of elsewhere, and eventually passed into the World of Greyhawk and the Flanaess. There it was studied and eventually came to be wielded by Prince Thrommel of Furyondy. It served well for a short time, all too soon falling into the hands of the minions of Chaotic Evil. It has been in their grasp for a decade or more, resting in hiding in the Temple of Elemental Evil, guarded by the worst of elemental grues. *Fragarach* means “The Answerer.”

The sword has a hilt of silver and gold wire, most cunningly wrought. Its guard and pommel are set with perfect emeralds (corundum)—seven gems with a total value of 65,000 gp. Its scabbard is likewise trimmed with precious metal and decorated with many gems of green and golden hue (kornerupine), worth another 35,000 gp.

**Magic Weapon.** *Fragarach* is a +4 longsword (but see ability and alignment notes that follow).

**Random Properties.** *Fragarach* has the following randomly determined properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

**Answering Ability.** You may use a reaction to make one melee attack with the weapon against any creature in your reach that has dealt you damage. Such an “answering attack” unerringly hits (no attack roll required), and any damage dealt with this special attack ignores any damage immunity or resistance the target has. In the case of these answering attacks, the weapon’s +4 bonus pertains to additional damage only.

**Alignment Properties and Restrictions.** This magic weapon is a lawful good weapon, but it is not sentient in the traditional sense and does not communicate with its wielder. The abilities of *Fragarach* vary per the alignment of its wielder.

- Any chaotic creature trying to grasp *Fragarach* takes 1d6 points of damage and is stunned for 1d10 rounds.

A neutral creature holding it takes only 1d3 points and is stunned for 1d4 rounds.

- In lawful neutral hands, it will strike but one opponent per round.
- In evil hands, *Fragarach* has no “to hit” bonus or answering attack ability whatsoever.
- The sword functions perfectly only for a lawful good user. In such hands, its +4 bonus always operates, and it can be used to strike as many opponents unerringly per turn as have struck at its possessor.

In exceptionally rare instances, the sword has allowed itself to be used at full strength by those of good but not lawful good alignment. The reason for this is unknown.

**Returning Ability.** Once *Fragarach* has been attuned to a wielder for a year or more, that individual need only speak the weapon’s name aloud and the weapon will leap into his or her hand, even if held by another. If out of sight but on the same plane of existence, speaking the sword’s name will cause it to fade from its current location and teleport to its rightful owner.

**Spells.** While the sword is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *banishing smite*, *calm emotions*, or *freedom of movement*. Once you use the sword to cast a spell, you can’t cast that spell again from it until the next dawn.

**Destroying *Fragarach*.** The only way to destroy the sword is to subject it to a scenario in which it cannot “answer”—such as if its owner is paralyzed or petrified, holding *Fragarach*, and is successfully struck and slain by an enemy. This creates a crack along the length of the blade which lasts for 24 hours (after which the crack disappears, and the blade again becomes strong). If struck a blow for more than 25 damage while in its weakened (cracked) state by an individual of chaotic evil alignment, the blade shatters into minuscule fragments and the rest of the weapon falls to dust, leaving behind only 1d4 nonmagical emeralds worth 9,000 gp each.

## GAIL

*Weapon (shortsword), legendary (requires attunement)*

You gain a +1 bonus to attack and damage rolls made with this magic and silvered weapon. It has the following additional properties.

**Magic.** You can use the sword to cast the *gust of wind*

spell. Once used, this property of the sword can't be used again until the next dawn.

**Sentience.** *Gail* is a sentient lawful neutral weapon with an Intelligence of 8, a Wisdom of 8, and a Charisma of 15. It has hearing and normal vision out to a range of 120 feet.

It speaks Gnomish.

**Personality.** Gail speaks very fast, in a high-pitched and annoying Gnomish tongue. She speaks so fast that she often skips words or slurs them. Gail is all about action. When not in battle she talks about battle, or she asks when the next battle is occurring. And she loves to ask questions. About anything!

## GARGOYLE CLOAK

*Wondrous item, very rare (requires attunement)*

This plain cloak is slate gray and constantly sheds flecks of mica.

While you wear this cloak, you gain all the characteristics of a **gargoyle**. You may fly and physically attack as if you were a gargoyle.

However, if a wearer keeps a *gargoyle cloak* on for longer than 10 minutes, that individual must succeed on a DC 12 Constitution saving throw or gain the mind of a gargoyle as well, and either attacks or flies away (just as would a real gargoyle). In the case of this event, only death or a *wish* spell returns the victim to normal form. For every additional continuous 10-minute period the cloak is worn, another similar saving throw must be made, even if the first such saving throw is successful.

## GAUNTLETS OF DEXTERITY

*Wondrous item, rare (requires attunement)*

These gauntlets are thin, delicate, black gloves that seem to meld to one's hands.

Your Dexterity score is 19 while you wear these gauntlets. They have no effect if your Dexterity is already 19 or higher.

## HELM OF UNDERWATER ACTION

*Wondrous item, uncommon (requires attunement)*

While wearing this brass helmet, you can breathe underwater, you gain darkvision with a range of 60 feet, and you gain a swimming speed of 30 feet.

## INCENSE OF MEDITATION

*Wondrous item, rare (requires attunement)*

These small, rectangular blocks of incense are indistinguishable from nonmagical incense until lit. When burned, these blocks of incense give off a sweetly pleasing, pearl-hued smoke that immediately gives confidence and focus to those of the clerical persuasion. When this item of magic is discovered, there will typically be 2d4 pieces of incense. One piece burns for 8 hours; the effects remain for 24 hours.

When a cleric lights a block of the *incense of meditation* and spends 8 hours praying and meditating nearby, the incense will enable that individual to cast clerical spells with more potent effects; all healing spells heal the maximum amount of hit points (no roll needed), saving throws versus the cleric's offensive spells are made at disadvantage, and offensive spells do maximum damage.

Multiple clerics can benefit from the magical effects of a single piece of incense, if present.

## LENS OF TRANSFORMATION

*Wondrous item, legendary*

This device is a sheet of cloudy crystal, 7 feet broad and tall and 3 inches thick. The crystal sheet appears cloudy from one side, but clear from the other. No detection spell works within 20 feet of it, except for *detect magic*, which reveals that a powerful dweomer is upon the crystal sheet, and (if the lens is activated) that a lesser magic affects the area within 20 feet of it. It was created by Iuz, who placed it in the dungeons below the Temple of Elemental Evil for his own evil purposes.

**Reverse Image.** The lens is activated whenever any life force (living or undead) approaches within 3 feet of the clear side. The cloudy side then begins to brighten, its radiance producing a *light* effect within 1 round. Viewed from the cloudy side, the users (those on the clear side) appear as the purest opposites of their actual forms. A paladin would appear demonic or diabolic; a chaotic evil monster might appear as a paladin, or as a deva, planetar, or solar. Additional visual effects (flames and smoke, sky and fluffy clouds, etc.) are automatically produced as a background setting appropriate to the visual (false) form. Subtle feelings (fear, peace, etc.) are likewise projected to the viewers of the illusion, allowing no saving throw (though innate total immunity

to *detect thoughts* negates the emotional effects). The cloudy side of the lens quickly darkens when the user(s) back away from the clear side. The lens will function as often as desired.

**Destroying the Lens.** The lens is protected by a powerful and permanent force field, and it is impervious to harm by anything less than a godling. Even *disintegrate*, *passwall*, and *shatter* spells are useless against its mighty dweomer. Once mounted into a frame, as it is herein, it cannot be removed by a power lesser than Iuz's, except via a *wish* spell—and even that may cause the lens to shatter in the attempt (this is the case if the caster fails a DC 10 Intelligence check). Once unmounted, the lens may be destroyed by use of a *wish* spell or by transporting it to Mount Celestia, where it immediately shatters, inflicting 3d10 piercing damage to all within a 30-foot radius. Should the lens be destroyed, a final dweomer lets Iuz immediately know the lens is destroyed, and who did it.

## MIRROR OF MENTAL PROWESS

*Wondrous item, legendary (requires attunement)*

This magical mirror resembles an ordinary one, but it radiates magic strongly if a *detect magic* is cast upon it. Such mirrors can be of any size, from handheld to large and wall-mounted, but are always fashioned of fine materials, with a frame of precious metal. Use of its command words activates the following abilities:

- 1/day: You can use an action to cast the *detect thoughts* spell (save DC 17), targeting any creatures you can see reflected in the mirror.
- 1/day: While gazing into the mirror, you can cast the *scrying* spell (save DC 17) with it.
- 1/day: It can be used as a portal to visit other places (possibly other planes as well, via *plane shift*, at the Dungeon Master's option) by first scrying them and then stepping through to the place pictured. An invisible area remains on the "other side," and those using the portal can return if the correct spot can be found. (Note that creatures subject to the scrying can also step through if the place is found by them!)
- 1/week: The mirror will briefly answer one short question regarding a creature whose image is shown upon its surface.

## NECKLACE OF STRANGULATION

*Wondrous item, very rare*

Typically fashioned from gold or platinum, this necklace has a thick chain and is often studded with rubies. On close examination, requiring a successful DC 20 Intelligence (Investigation) check, tiny, etched runes can be discerned on the rubies' surfaces. Of course, the item radiates magic as well.

**Curse.** If placed around a humanoid's neck, the necklace immediately constricts and can't be removed by mundane methods. A *remove curse* spell renders the necklace inert for 1 minute (at which point, it can be removed) but does not break the enchantment. The target begins to suffocate and can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, the target is reduced to 0 hit points and is dying. While being strangled, the target can't regain hit points or stabilize.

## ORB OF EXPLOSIVE OIL

*Wondrous item (very rare)*

This thick, black, sludge-like magical oil only functions when packed into a container, usually a 1-pint bottle or a ball of blown glass. An orb can be thrown with a range of 30/60 feet. Upon sharp impact, the container shatters and the oil explodes, sending forth a burst that deals 5d6 force damage and 5d6 fire damage to all creatures within a 10-foot radius. A target making a successful DC 14 Dexterity saving throw takes half as much damage.

This oil can be as dangerous to those carrying it as it is to those at whom it is thrown. When carrying *orbs of explosive oil*, any time a creature takes a critical hit that deals bludgeoning damage, or falls 10 feet or more, roll a 1d20. On a result of 5 or less, all orbs being carried break and explode, with all damage cumulative. If reasonable precautions are taken to protect against such breakage (such as packing the orbs in straw—DM's discretion), the creature can roll two dice and use the higher result.

## ORB OF GOLDEN DEATH

*Wondrous item, artifact (requires attunement)*

This item (also known as the *Yellowskull*, *Goldenskull*, or the *Death Orb*) is a powerful magic item created by Zuggtmoy and Iuz. Due to its nature and aura, no good paladin or cleric will touch it willingly as they feel its immense innate Evil.

The *Death Orb* is a gold sphere 3 inches in diameter, shaped to resemble a human skull without a lower jaw. Atop the crown is a raised diadem with depressions, the latter designed to accept four large gems, one representing each element. The orb has only limited powers without these gems (called the base powers; see below).

Before the final assault on the Temple by the forces of Good, Zuggtmoy carefully hid the *power gems* in their corresponding Elemental Nodes. She then entrusted the gemless *Yellowskull* to her priesthood, while she faced the onslaught of those whose magic then trapped her in her own stronghold. Eventually, the gemless artifact made its way into the possession of Falrinth in area 338 (see chapter 11).

The possessor learns directly from the orb full details of its usable powers, but no information about Charisma effects (explained below), potential powers (such as those gained by the addition of gems), unfavorable effects, or the orb's following protection ability. Neither Zuggtmoy nor Iuz can harm the possessor of *Goldenskull*, nor can either be the agent employing another to cause the user harm.

If the possessor gazes upon the great throne in the Temple of Elemental Evil (see area 10 in chapter 8), they immediately know how to operate it. The throne can be caused to raise and lower itself, with the user, between the Temple and Dungeon Level 3 (see area 340 in chapter 11).

**Base Powers.** The orb's possessor can cast the following spells at will through it: *detect evil and good*, *detect thoughts*, and *poison* (new spell; see below).

**Charisma Effects.** With respect to chaotic evil creatures, the possessor's Charisma is raised to 20—or lowered to 1 when angry. In the case of a Charisma score of 1, chaotic evil creatures viewing the wielder must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect



on itself on a success. In the case of a Charisma score of 20, chaotic evil creatures viewing the wielder must succeed on a DC 15 Wisdom saving throw or be awed (stunned) for 1 minute. To creatures of alignment other than chaotic evil, the wielder's Charisma is typical.

**III Effects.** No good ever results from the employment of the *Death Orb's* powers, except on a very short-term or temporary basis. Thus, if evil can result from any use of the orb, that occurs along with whatever was actually done. (For example, an elemental conjured to fight against some evil creatures will do so, but in such a way as to allow them to harm the wielder's associates to a maximum extent.) Also, each time the Awe power is brought forth, the user loses 1 point of Charisma (but only with respect to those not chaotic evil).

Both Zuggtmoy and Iuz know the identity and exact location of any person in possession of *Yellowskull* (their detection ability overpowering any and all protections, be they magical or mundane). The protection of the *Death Orb* notwithstanding, Zuggtmoy and/or Iuz can attempt to persuade or coerce the possessor to hand over the orb (though they cannot take it by force). However, the possessor is forced to react to these evil beings in a potentially cooperative manner. The character is sub-

jected to a domination effect (as per a *dominate person* spell cast with an 8th-level spell slot; save DC 15). In play, if the character fails the saving throw but does not naturally cooperate, the DM is advised to then subject them to a confusion effect (as per a *confusion* spell, with a save DC of 15 and a duration of 10 minutes).

Any character who actually gives the *Death Orb* to either Zuggtmoy or Iuz becomes the hopeless thrall of the appropriate evil being ever afterwards. This permanently removes the character from active play.

**Elemental Power Gems.** The gems of the orb, and additional powers they bestow, are as shown on the table that follows.

The four gems of the correct size and shape to fit the diadem of the orb are hidden in the Elemental Nodes connected to the Temple of Elemental Evil.

Each *gem of power* radiates a strong enchantment. When touched, a loose gem immediately transports all creatures within 50 feet to the corresponding Elemental Node. No saving throw applies, and the victims arrive in the center of the Node map. The gem travels with the victims. No other effect occurs, and no powers are bestowed. No effect occurs if a gem is touched while in its corresponding Node, but remember that the transport effect occurs elsewhere whenever the loose gem is touched. Repeat trips may thus occur before the possessor realizes that a container (ideally the orb) must be used to prevent involuntary travel.

When one of these gems is placed within its diadem mounting, the possessor gains the following abilities, and immediately realizes (and magically understands the process of) each of the effects:

Gem	Element/Node	Spell	Demon
Aquamarine	Water	Wall of ice (6th level)	Glabrezu
Carnelian	Earth	Earthquake	Vrock
Garnet	Fire	Flame strike (5th level)	Hezrou
Smoky quartz	Air	Wind walk	Babau

In addition to the noted spell power (usable once per week), each gem grants the following effects:

- Travel to and from the corresponding Elemental Plane at will (as if by using the *teleport* spell, but with no chance of error).

- Comfortable existence in the corresponding element or Elemental Plane, taking no environmental damage.
- *Conjure elemental* (as per the spell, using a 5th-level spell slot) once per week, summoning from the appropriate plane; however, no mental control is needed as long as the orb is held. Note, however, that such summoning is *not* possible while on the same Elemental Plane.
- Conjure and control a demon of the type noted in the table, up to 3 times per day. Controlling a demon requires concentration and lasts up to 1 hour. (See appendix C for the **babau**; the others are in the *Monster Manual*.)

**Destroying the Orb.** The *Death Orb* can only be destroyed if all its gems are properly inset. It must then be subjected to the following effects, in quick succession and in the proper order: a wind of 50 or more mph force; the strike of a maul made from a solid piece of granite; a very hot flame (1,000 degrees F); and immersion in very cold water (32 degrees F). The procedure

## AMPLE DESTRUCTION

The stated method of destroying the *Orb of Golden Death*, while faithful to the source material, is unlikely to be achieved or discovered by the characters. If the DM wishes to allow a more reasonable chance for characters to destroy the orb, the following rules are suggested:

- A character making a successful DC 20 Intelligence (Arcana or History) check understands that to destroy the orb, it must be subjected to damage or strong effects corresponding to three of the four elemental damage types, and then physically shattered.
- If the orb, in quick succession, takes 30 magical fire damage or more (such as from *scorching ray* or *fireball*), 30 magical cold damage or more (such as from *cone of cold* or *ice storm*), and is also subject to 30 gaseous damage or more (such as from *cloudkill*) or a strong gust of magical wind (such as from a *gust of wind* spell), the skull visibly cracks. If the cracked skull is then subjected to a *shatter* spell, or 10 force damage or more, it shatters completely (inflicting 2d6 piercing damage to all within a 30-foot radius) and is destroyed. If the cracked orb is left for 24 hours, the cracks begin to mend and whole is fully restored after another 1d4 days.

causes the orb to shatter, which causes the Elemental Nodes and the Greater Temple (area 419 in chapter 12) to collapse, and the dungeon levels above as well! Zugtmoy takes 111 points of physical damage, is unable to use any powers for four days, and cannot leave her own layer of the Abyssal for 40 years. Iuz, having less invested in the *Death Orb*, merely loses the services of evil elemental creatures for four years. Unlocking the secrets of the orb's destruction could be the basis for an adventure in of itself.

All characters of good alignment that participate in successfully destroying the orb should divide 5,000 experience points among themselves.



## PEARL OF WISDOM

*Wondrous item, rare (requires attunement)*

This pearl is pure white, with a brilliant, almost golden sheen. When held it is warm and soothing to the mind. Typically, it's loose, but sometimes it occurs set in a pendant or perhaps on a holy symbol.

Your Wisdom score is 19 while possess this pearl. It has no effect if your Wisdom is already 19 or higher.

## PHYLACTERY OF CHANGE

*Wondrous item, legendary (requires attunement)*

This copper amulet has a variable appearance depending on the viewer. In one instance it may appear as a snarling beast, and then another as a leering humanoid. It does not radiate magic.

The wearer can use it to transform (as the spell *polymorph*, with the same limitation on the new form's challenge rating) into another creature with which they are familiar. Unlike the spell the wearer can use it to assume the form of a beast, giant, or humanoid, and the transformation has an unlimited duration unless the wearer uses a bonus action to end it. The wearer's game statistics are replaced by that of the chosen form, excluding mental ability scores, and the wearer retains their alignment and personality. If the wearer assumes a giant or humanoid form, they do not gain the ability to understand or speak any of the form's innate languages.

## POTION OF DELUSION

*Potion, rare*

This magical elixir can have a variable appearance based on the potion that it mimics. A *potion of delusion* always mimics another potion, noted in its description. It does not radiate magic.

**Curse.** Typically, a potion can be recognized by taking a small sip. For a *potion of delusion*, the DM would inform the imbiber what the potion's effects would be. However, upon actually drinking the entire potion, there is no magical effect. Note that this could be deadly if the imbiber thinks it's a *potion of flying*, quaffs it, and jumps off a cliff. In general, the result is simply nothing happens. Only an *identify* spell reveals the true nature of a *potion of delusion*.

## POTION OF GIANT CONTROL

*Potion, rarity varies*

This potion has a variable appearance based on the type of giant for which it was created (and contains ingredients from that particular type of giant; see the table below). For example, a *potion of fire giant control* might have a deep orange color with a hot sauce taste, while a *potion of frost giant control* would be light blue, ice cold, and refreshing. The imbiber can control one creature with the giant type as per the *dominate monster* spell for 1 hour. If the giant is the type for which the potion was

created, its required Wisdom saving throw (save DC 13) is made with disadvantage.

Type of Giant	Rarity
Hill giant	Uncommon
Frost/stone/fire giant	Rare
Cloud giant	Very rare
Storm giant	Legendary

## POTION OF LEVITATION

*Potion, rare*

When you drink this potion, you gain the effects of the *levitate* spell for 10 minutes (no concentration required). The potion's light blue fluid is carbonated and seems to be light and airy.

## POTION OF MASS UNDEAD CONTROL

*Potion, rare*

This brown, syrupy magic potion has a strong organic scent of decay and tastes like dirt. The imbiber can control up to four undead of challenge rating 1 or lower for up to 1 hour. The imbiber can use a bonus action on their turn to command one of the undead within 60 feet as per the *animate dead* spell.

## POTION OF POLYMORPH

*Potion, very rare*

This fizzy liquid changes color and consistency at a whim. It can be light and airy one moment, then a vibrant shade of purple, and then a viscous brown concoction the next. The imbiber can spend an action concentrating on a beast with a challenge rating equal to or less than their current challenge rating (or level). The imbiber transforms into that beast as per a *polymorph* spell. If the imbiber does not concentrate on a form, they either transform into a random beast or there is no effect (50% chance for either). The effect lasts for 1 hour, although the imbiber can end the effect sooner by spending an action.

## POTION OF VENTRiloQUISM

*Potion, common*

This concoction is crimson- or purple-colored with a syrupy consistency. When imbibed, it produces a burning sensation and a taste like honey and hot peppers.

The imbiber may throw their voice as per the *ventriloquism* cantrip (see below). A spoken message must be delivered in a language the imbiber knows. The effect lasts for 10 minutes, although it does not require concentration.

## RING OF DELUSION

*Ring, uncommon (requires attunement)*

This tarnished, brass ring bears cryptic runes along the exterior of the band. It radiates a faint magical dweomer. Anyone attuning themselves to the ring or casting *identify* upon it believes it to be a useful ring of some sort as chosen by the DM (*ring of protection*, *ring of feather falling*, *ring of spell turning*, etc.).

**Curse.** The first time the ring is called upon to utilize its supposed power (the wearer leaps off a high cliff believing it to be a *ring of feather falling* or the first time a foe strikes the wearer who thinks they own a *ring of protection*, for example), the ring reveals itself to have none of its supposed powers. The ring's wearer cannot remove it unless they are the recipient of a *remove curse* or similar magic power.

## RING OF SHOCKING GRASP

*Ring, uncommon (requires attunement)*

This plain metal band has a raised, "button-like" bump designed to be placed underneath the wearer's finger when worn. Originally designed as a prank gadget by gnomish wizards fond of shaking hands, soon others understood the versatility of such a magic device.

The ring has 4 charges, and it regains 1d4 expended charges nightly at midnight.

With a successful melee attack (a "touch"), the wearer can discharge an electric shock similar to a *shocking grasp* cantrip. If the target is wearing metal armor, the wearer has advantage on the attack roll. Expending 1 charge causes 1d8 lightning damage. For each additional charge expended, another 1d8 lightning damage is inflicted. If all 4 charges are used at once, there is a 1 in 20 chance the wearer takes the damage and the ring is rendered useless.

## ROD OF CANCELLATION

*Rod, very rare (requires attunement)*

This simple-looking rod is composed of solid metal, usually adamantine. The rod is the bane of magic items.

If touched to a magic item (requiring a melee attack if the magic item is actively held by another creature trying to avoid the touch), or an ongoing magical effect, the object or effect must make a saving throw. The DC of the saving throw depends on the type of object it is. Consult the table below.

Magic Item	Save DC
Potion	20
Spell scroll	19
Ring	17
Wand	15
Rod	14
Staff	13
Wondrous item	12
Armor or shield	11
Other weapon	10
Sword	8
Ongoing magical effect	5

If the saving throw fails, the item is drained of magic power and is destroyed. In the case of an ongoing magical effect, it ends. Once the rod drains a magic item or ends a magical effect, it becomes brittle and deteriorates into a pile of rust, useless.

## SCHAKHA

Weapon (*scimitar*), legendary (requires attunement)

*Schakha* appears to be a weapon of exquisite craftsmanship. It is a +1 *scimitar* and has the following additional properties.

**Supernatural Awareness.** While you are holding the weapon, it alerts you to the location of any secret doors or traps within 10 feet of you, and to the location of any gems within 5 feet of you.

**Sentience.** *Schakha* is a sentient weapon of lawful neutral alignment, with an Intelligence of 6, a Wisdom of 16, and a Charisma of 6. It has hearing and normal vision out to a range of 60 feet.

The weapon communicates telepathically with its wielder and can speak Common, Dwarvish, Giant, and Ignan.

**Personality.** *Schakha* always speaks very slowly in Ignan, and with a deep voice. The weapon carefully picks its words and takes a long time to convey a message. The same occurs when it is searching for traps, secret

doors, or gems. It takes its time and gets flustered if rushed, maybe even refusing to divulge information on a hidden object based on the exchange with its wielder.

## SERTEN'S CUDGEL OF STRIKING

Weapon (*club*), very rare (requires attunement)

This stout club has several knobby protrusions. It is smooth, created from bronzewood, and lightly stained with dark striations.

On command, the cudgel glows in a 30-foot radius. The cudgel grants a +2 bonus to attack and damage rolls. On a hit it inflicts  $1d6 + 2$  bludgeoning damage. Despite its size and heft, it is considered a light weapon.

The cudgel has 10 charges. When you hit with a melee attack using it, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra  $1d6$  radiant damage. The cudgel regains  $1d6 + 2$  expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the cudgel becomes a +1 *club*.

## SNOOP

Weapon (*longsword*), legendary (requires attunement)

*Snoop* appears to be a finely made sword with a wavy line inscribed along its blade. It is a +1 *longsword* and has the following additional properties.

**Supernatural Awareness.** While you are holding the weapon, it alerts you to the location of any invisible creatures (as *see invisibility*) or magic (as *detect magic*) within 10 feet of you, by shedding a faint but visible amber glow from its blade.

**Sentience.** *Snoop* is a sentient weapon of neutral good alignment, with an Intelligence of 13, a Wisdom of 12, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

It cannot speak but it understands Common, and it can sense the basic emotions of its wielder (such as anger, fear, sadness, etc.).

**Personality.** If somehow granted the ability to speak, *Snoop*'s personality will emerge. The details are left up to the DM.

## STONE OF WEIGHT (LODESTONE)

Wondrous item, rare (requires attunement)

This stone or rock can be plain, or perhaps engraved

with mystical runes. It radiates magic and although the size of a plum it has some heft, weighing over 1 pound.

**Curse.** Once attuned, the holder of this stone has their speed reduced by 10 feet. The stone can't be gotten rid of. If tossed, it immediately reappears in a pouch, pocket, or pack. A *dispel evil and good* or *remove curse* spell makes the stone disappear and ends the curse.

## TRIDENT OF YEARNING

*Weapon (trident), very rare*

A *trident of yearning* looks exactly like any normal trident, and its dweomer is also indistinguishable from the magic aura of other enchanted weapons of this sort.

**Curse.** Any creature grasping this type of trident immediately conceives an overwhelming desire to immerse itself in as great a depth of water as is possible. The unquenchable longing so generated causes the affected creature to instantly proceed toward the largest/deepest body of water—in any event one that is sufficient to completely cover its person—and immerse itself therein permanently. The creature cannot loosen its grip on the trident, and only a *water breathing* spell (after submersion) placed upon it, a *remove curse* spell, or use of a *wish*, will enable the creature to do so. The trident is otherwise a cursed magical weapon and all attack rolls made with it have disadvantage. Note that this magical weapon does not confer the ability to breathe underwater.

## VACUOUS GRIMOIRE

*Wondrous item, very rare*

This item appears to be a book of the mundane sort, but use of a *detect magic* spell reveals a magical aura. If the tome is placed with other books, its appearance will instantly alter to conform to one of the other works it is amongst.

**Curse.** Any creature who opens this cursed book and reads so much as a single glyph therein must make two DC 15 Wisdom saving throws. If the first saving throw fails, the reader permanently loses 1 point of Intelligence. If the second saving throw fails, 2 points of Wisdom are permanently lost.

## WAND OF ICE STORMS

*Wand, rare (requires attunement by a spellcaster)*

This wand appears to be a thin, pointed icicle, although

it is not fragile. It is cold to the touch.

The wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *ice storm* spell (save DC 15) from it. For 1 charge, you cast the 4th-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains  $1d6 + 1$  expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand melts into a pool of water and is destroyed.

## WAND OF ILLUMINATION

*Wand, rare (requires attunement by a spellcaster)*

This wand has 7 charges for the following properties. It regains  $1d6 + 1$  expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into fine ashes and is destroyed.

**Color Spray.** While holding the wand, you can use an action to expend 1 or more of its charges to cast the *color spray* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

**Hypnotic Pattern.** While holding the wand, you can use an action to expend 2 or more of its charges to cast the *hypnotic pattern* spell (save DC 15) from it. For 2 charges, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

**Sunburst.** While holding the wand, you can use an action to expend 3 charges to deliver a sudden flash of brilliant, greenish-white light, with blazing, golden rays. The maximum range of this sunburst is 360 feet, and its area of effect is a 40-foot-diameter globe. All undead within this globe suffer  $6d6$  radiant damage. Creatures within or facing the burst that can see must make a successful DC 14 Constitution saving throw or be blinded for 1 minute.

## WAND OF METAL COMMAND

*Wand, rare (requires attunement by a spellcaster)*

This wand appears to be a rod of metal, such as iron or even adamantine.

The wand has 7 charges for the following properties. It regains  $1d6 + 1$  charges daily at dawn. If you expend the

wand's last charge, roll a d20. On a 1, the wand rusts into a pile of filings and is destroyed.

**Transmute Metal.** While holding the wand, you can use an action to expend 1 charge to transmute 1 pound of lead into 1 pound of gold (about 50 gp worth) or can transmute 1 pound of gold into 1 pound of lead. The wand tip must be touched to the metal for the effect to occur.

**Heat Metal.** While holding the wand, you can use an action to expend 2 or more of its charges to cast the *heat metal* spell (save DC 13) from it. For 2 charges, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

**Crystalbrittle.** While holding the wand, you can use an action to expend 3 or more of its charges to cast the *crystalbrittle* spell (save DC 15; see below) from it. For 3 charges, you cast the 7th-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

## WAND OF SIZE ALTERATION

*Wand, rare (requires attunement by a spellcaster)*

This wand appears to be an oaken cudgel, with one end swollen, and the opposite end thin and twig-like.

The wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *enlarge/reduce* spell (save DC 13) from it. For 1 charge, the spell's duration is 1 minute. You can increase the duration to 10 minutes by expending 2 charges or to 1 hour by expending 3 charges.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand shrinks into nothingness with a magical "puff" and is destroyed.

## WHITEPYRE

*Weapon (longsword), legendary (requires attunement)*

*Whitepyre* appears to be a normal, if finely made, longsword. It is, however, a *frost brand*. It has the following additional properties.

**Spells.** *Whitepyre* has 5 charges to cast spells. While it is drawn and held its wielder can cast *detect evil and good* (1 charge), *detect magic* (1 charge), *find traps* (2 charges), or *levitate* (3 charges) from it. Each day at dawn,

*Whitepyre* regains 1d4 + 1 expended charges.

**Sentience.** *Whitepyre* is a sentient weapon of lawful good alignment, with an Intelligence of 16, a Wisdom of 17, and a Charisma of 18. It has normal hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder, in a commanding voice, and can speak and understand Common, Draconic, Giant, and Ignan.

**Personality.** If the weapon encounters evil fire creatures, it urges its wielder to engage and defeat them.

## NEW SPELLS

### CHARM MONSTER

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

You attempt to charm a creature you can see within range. It must make a Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature is friendly to you. When the spell ends, the creature knows it was charmed by you.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

### CRYSTALBRITTLE

*7th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

With a successful melee spell attack, the caster transforms an individual piece of metal of up to Medium size (such as a shield, or a suit of Medium-sized armor) into a substance as brittle and fragile as crystal. Even an animated object or a construct can be targeted with this



spell. If the target is animated, it must make a successful Constitution saving throw or be transformed. If the target item makes a successful saving throw, it takes 3d10 force damage and is not transformed. If the target is an item, it gets a modifier to the saving throw roll equal to its enchantment bonus. Therefore, a *+1 longsword* would get a +1 bonus to the roll. An object transformed to crystal is destroyed if it suffers 1 bludgeoning damage (or more).

**At Higher Levels:** When you cast this spell with an 8th-level spell slot, it can affect a Large-sized object. When you cast this spell with an 9th-level spell slot, it can affect a Huge-sized object.

## POISON

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a few drops of spider poison)

**Duration:** Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, you release a deadly poisonous touch. The target must succeed on a Constitution saving throw

or take 4d10 poison damage and become poisoned for 1 hour. If the saving throw is successful, the target takes half as much damage and does not gain the poisoned condition.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

## PUSH

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (pinch of powdered brass)

**Duration:** Instantaneous

A 30-foot cone of magical force emits from in front of you. One Medium-sized creature of your choosing within the area of effect must make a Dexterity saving throw. Failure indicates the creature is pushed 20 feet away from the caster and is knocked prone. Success indicates the target is pushed only 10 feet. You can also choose to focus the spell on an unattended inanimate object weighing no more than 50 pounds. It is pushed 10 feet, assuming it's not held fast.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. If targeting an inanimate object, it can weigh an additional 50 pounds for each slot level above 1st. For example, if you cast this spell with a 4th-level spell slot, a 200-pound inanimate unattended object could be pushed.

## SLAY LIVING

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (at least 500 gp of powdered onyx mixed with grave dirt)

**Duration:** Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, you release devastating necrotic energy into the target. If the target has 50 hit points or fewer, it must make a successful Constitution saving throw or be reduced to 0 hit points and die instantly. If the target has more than 50 hit points, the spell has no effect. If the saving throw is successful, the target takes 4d8 necrotic damage instead.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the target's hit point threshold increases by 10 and the damage on a successful save increases by 2d8 for each slot level above 5th.

## VENTRiloquism

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a small cone of parchment)

**Duration:** Concentration, up to 10 minutes

This spell allows you to make it sound as if your voice seems to originate from another location, such as another creature, a statue, or behind a door. The effect must occur within range, and you can mimic up to four additional voices or sounds, although not simultaneously. You are limited to the languages you speak and other simple sounds that can be reproduced such as screams, banging on wooden objects, or even footsteps. A creature hearing the sound can take an action to focus on it, and make a successful Wisdom saving throw to discover the ruse.

## APPENDIX E

# Handouts

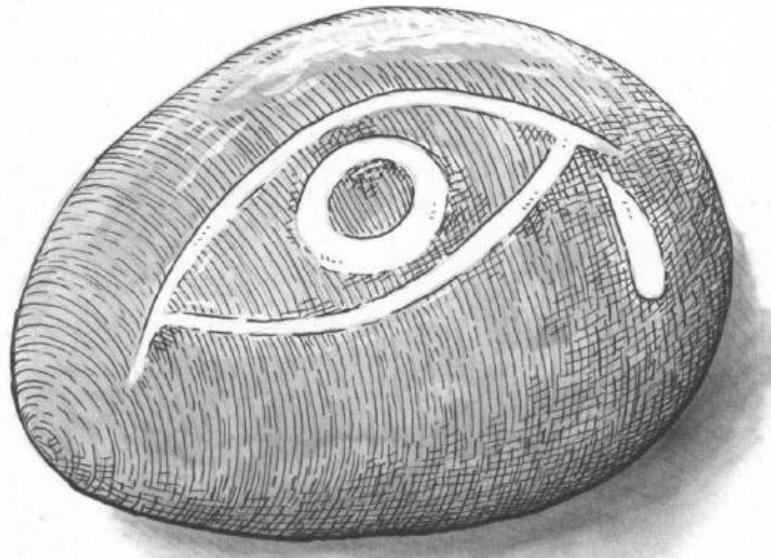
### SUMMARY OF VILLAGE OF HOMMLET LOCATIONS AND RESIDENTS

Enc. #	Description	Name	NPCs	Affiliation
1	Prosperous Farm Cottage and Large Barn	Farm	Farmer: <i>Mona</i> Son: Son:	Old Faith Old Faith Old Faith Old Faith
2	Modest Farmhouse and Barn	Farm	<i>Hroth</i> <i>Elmo</i>	Old Faith Old Faith
3	Cottage	Woodcutter	<i>Fenn</i>	Old Faith
4	Well-kept Farm	Farm	Son: Son:	Old Faith Old Faith
5	Prosperous Farmhouse	Farm	Farmer: Manservant:	Old Faith St. Cuthbert
6	House with Leather Hide Tacked to Front Door	Leatherworker	Leatherworker: Eldest Son:	St. Cuthbert St. Cuthbert
7	Large Building with Sign	Inn of the Welcome Wench	<i>Ostler Gundigoot</i> <i>Clora Gundigoot</i> Groom: Stable Boy: Potboy (druid): <i>Zert</i> <i>Spugnoir</i> <i>Furnok</i> <i>Kobort</i> <i>Turuko</i>	Old Faith Old Faith Old Faith Old Faith Old Faith ToEE None None None None
8	Open Shed and House Behind	Smith	<i>Brother Smyth</i>	Old Faith
9	New Building	Village Hall		
10	Well-kept Dwelling with a Sign	Weaver	Son-in-law: Apprentice: Apprentice: Apprentice: Apprentice:	St. Cuthbert St. Cuthbert St. Cuthbert St. Cuthbert St. Cuthbert
11	Cottage	Tailor	Tailor:	St. Cuthbert
12	Average Farm Building	Farm	Farmer: Son:	Old Faith Old Faith
13	Wooden Building with Shuttered Windows	Trading Post	<i>Rannos Davl</i> <i>Gremeg</i> Groom: Man-at-arms:	ToEE ToEE ToEE ToEE
14	Weather-beaten Building and Barn	Carter	Carter: Son: Driver: Driver:	St. Cuthbert St. Cuthbert Neutral Neutral

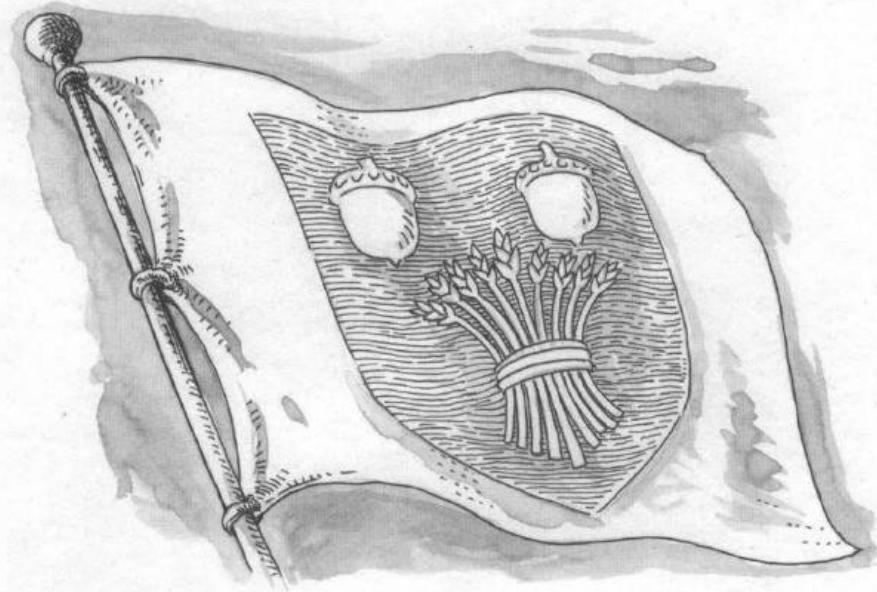
Enc. #	Description	Name	NPCs	Affiliation
15	Sturdy New Building with a Sign	Moneychanger	<i>Nira Melubb</i> Retired Sergeant:	Neutral Neutral
16	Small House with Sign	Cabinet Maker	Cabinet Maker Apprentice	Old Faith Old Faith
17	Modest Cottage	Potter	Potter: Son: Son:	St. Cuthbert St. Cuthbert St. Cuthbert
18	Typical Cottage and Imposing Stone Building with a Barrel Hanging from Chains	Brewery	Braumeister: Nephew: Apprentice: Apprentice: Apprentice:	Old Faith Old Faith Old Faith Old Faith St. Cuthbert
19	Modest Cottage	Herdsman	<i>Black Jay</i>	Neutral
20	Church of St. Cuthbert	Church of St. Cuthbert	<i>Calmert</i> <i>Terjon</i>	St. Cuthbert St. Cuthbert
21	Cottage and Large Barn	Dairy Farm	<i>Kolin</i> , the Cowherd Eldest Son: Young Son: Young Son:	St. Cuthbert St. Cuthbert St. Cuthbert St. Cuthbert
22	Mill and Attached Home	Grist Mill	<i>Mytch</i> Servant	Old Faith Old Faith
23	Cottage and Small Barn	Farm (Hunter/Trapper)	Farmer: Son: <i>Lysia</i>	None None None
24	The Grove	Druid	<i>Jaroo Ashstaff</i>	Old Faith
25	Large Barn and Connected Home	Sheep Farm	Herdsman: Son: Cousin:	Old Faith Old Faith Old Faith
26	Barn-like House with a Wheel Nailed to a Post	Wheel and Wainwright	Wainwright: Nephew: Nephew:	St. Cuthbert St. Cuthbert St. Cuthbert
27	Walled Manor House	Village Elder	<i>Kenter Nevets</i> Son: Son: Son: Son: Hired Hand:	Old Faith Old Faith Old Faith Old Faith Old Faith
28	Large New Building	Woodworker	Carpenter: Brother:	St. Cuthbert St. Cuthbert
29	Stone House	Stonemason	Stonemason: Apprentice: Apprentice: Apprentice:	Old Faith Old Faith Old Faith Old Faith
30	Double Fieldstone Walls Filled with Earth	Castle (under construction)		

Enc. #	Description	Name	NPCs	Affiliation
31	Two-storied Tower	Keep	<i>Burne</i> <i>Rufus</i> Badger Captain: Badger Lieutenant: Badger Guards	St. Cuthbert ? None None None
32	Tents and Wattle Huts	Laborer Camp	<i>Kilrent</i> Laborers	ToEE None
33	Overgrown Track	Overland Route		

## DUNGEON MASTER'S AID



PLAYER HANDOUT A



PLAYER HANDOUT I

# INN OF THE WELCOME WENCH

## Meals

Breakfast, plain	5 cp
Porridge with fresh fruit	
Breakfast, elaborate	2 sp
Eggs, roasted potatoes, freshly squeezed juice	
Dinner (served with bread and cheese)	5 sp
Lamb stew with vegetables	
Hearty vegetable soup	
Roasted squab	
Dinner (served with roasted vegetables)	1 ep
Poached fish with brown rice	
Boiled crayfish in drawn butter	
Pheasant stuffed with cornbread	
Steak and kidney pie with mushrooms or truffles	
Dinner (7-course)	2 gp
Mushrooms stuffed with crayfish	
Hearty vegetable soup	
Leafy greens	
Braised beef tips	
Poached trout stuffed with herbs	
Roasted goose with gravy	
Seasonal pudding	
Supper, plain	3 sp
Choice roast venison or Mutton with potatoes	
Supper, elaborate	7 sp
Pork loin stuffed with mushrooms	
Steamed sausages with roasted vegetables	

## Drinks

Ales (per pint)	
Wandering Wench (local)	2 sp
Gnomish Shortshank (1/2 pint)	7 sp
Umberdeep Ale (dark)	1 ep
Ghostgate Ale (pale)	1 ep
Beers/Meads (per flagon)	
Hommelte Beer (local)	5 cp
Dwarven Stout	1 sp
Common Mead	1 ep
HoneyHom Honey Mead (local)	15 sp
Wines (per glass)	
Hommel Reserve	1 ep
Keoish Golden	15 sp
Sundish Lilac	5 ep
Urust White	1 gp
Celene Ruby	2 gp
Furyondian Emerald Pale	4 gp
Velunian Fireamber	1 pp
Brandies (per gill)	
Hommel Blackberry (local)	1 ep
Keoish	1 gp
Urust (special aged)	3 gp
Liqueur (per 1/2 gill)	
Jlek Elixir	5 gp



### PLAYER HANDOUT 3



### PLAYER HANDOUT 4

# WATERSIDE HOSTEL MENU

## Meals

Breakfast, plain	2 cp
Porridge with honey	
Breakfast, multi-course	1 sp
Eggs, biscuits, sausages	
Dinner, plain	2 sp
Meat stew and hard bread	
Dinner, 3-course	5 cp
Seasonal greens, roasted quail or venison, pastries	
Dinner, 7-course	1 gp
Seasonal greens, roasted mushroom appetizer, oyster stew or roasted venison/boar, cheese and fruit platter, pastries, aperitifs and digestifs (mead or liqueur)	
Supper, plain	1 sp
Broiled fish of the day, potatoes	
Supper, 3-course	3 sp
Seasonal greens, choice of stew, pastries	

## Common Drink (per pint)

Ale, bitter	2 sp
Ale, quality	3 sp
Ale, red house	1 sp
Beer, extra hopped	3 sp
Beer, ginger or root	4 cp
Beer, pilsner or lager	2 cp
Beer, saison	3 sp
Beer, sour	3 sp
Beer, stout or porter	5 cp

## Mead (per pint)

House	2 sp
Killer bee honey	5 sp
Metheglin or Melomel	7 sp
Pyment	5 sp

## Braggots (half beer/half mead, per pint)

Braggot, ale/house	4 sp
Braggot, ale/other	5 sp
Braggot, lager/house	3 sp
Braggot, lager/other	5 sp
Braggot, stout/house	5 sp
Braggot, stout/other	7 sp

## Wine (per pint)

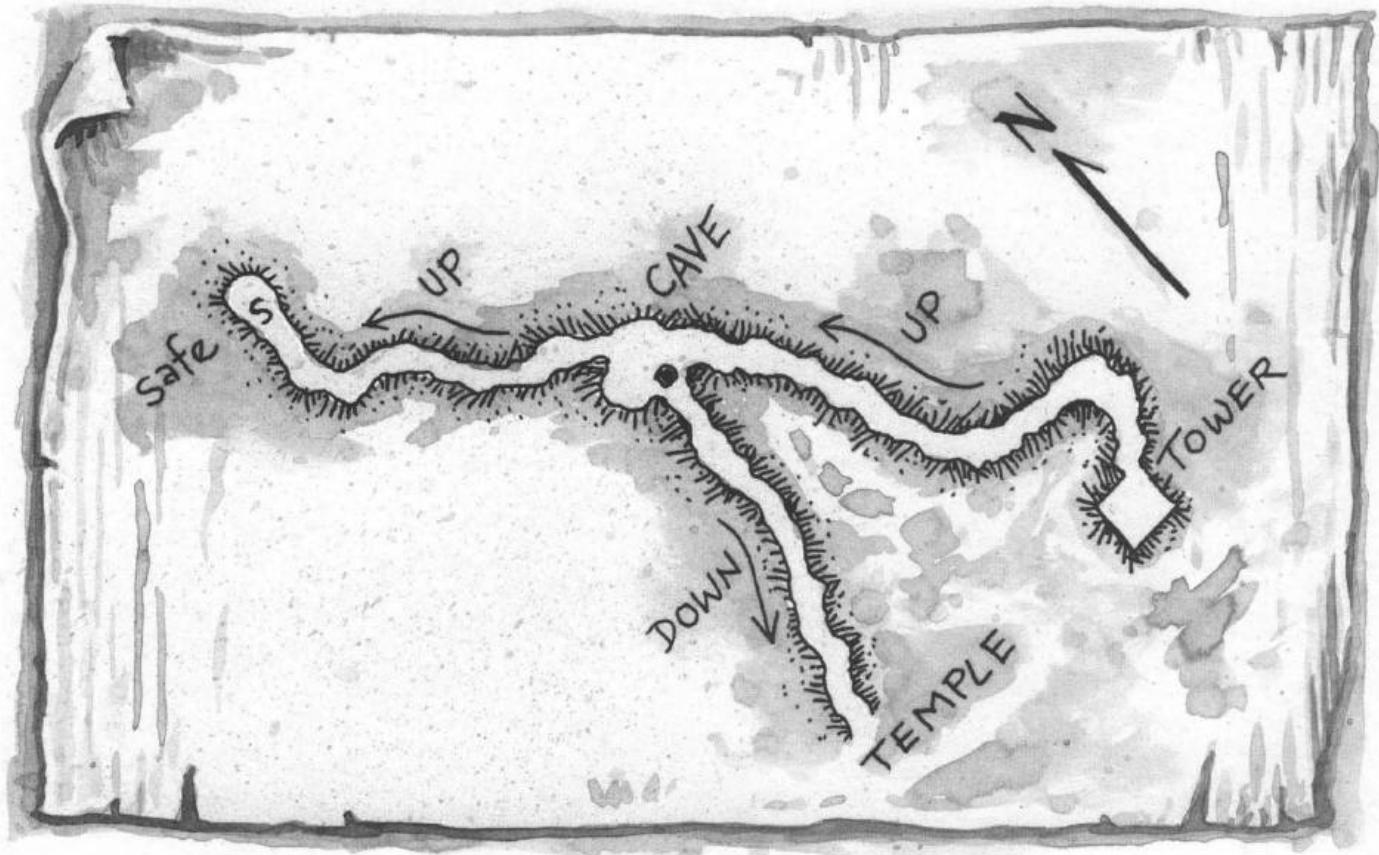
Furyonodan Emerald	2 gp
Keoish Golden	7 sp
Sundish Iltac	2 cp
Table, local	3 sp
Urnst White	5 sp
Velunan Tireamber	5 gp

## Brandy (per gill)

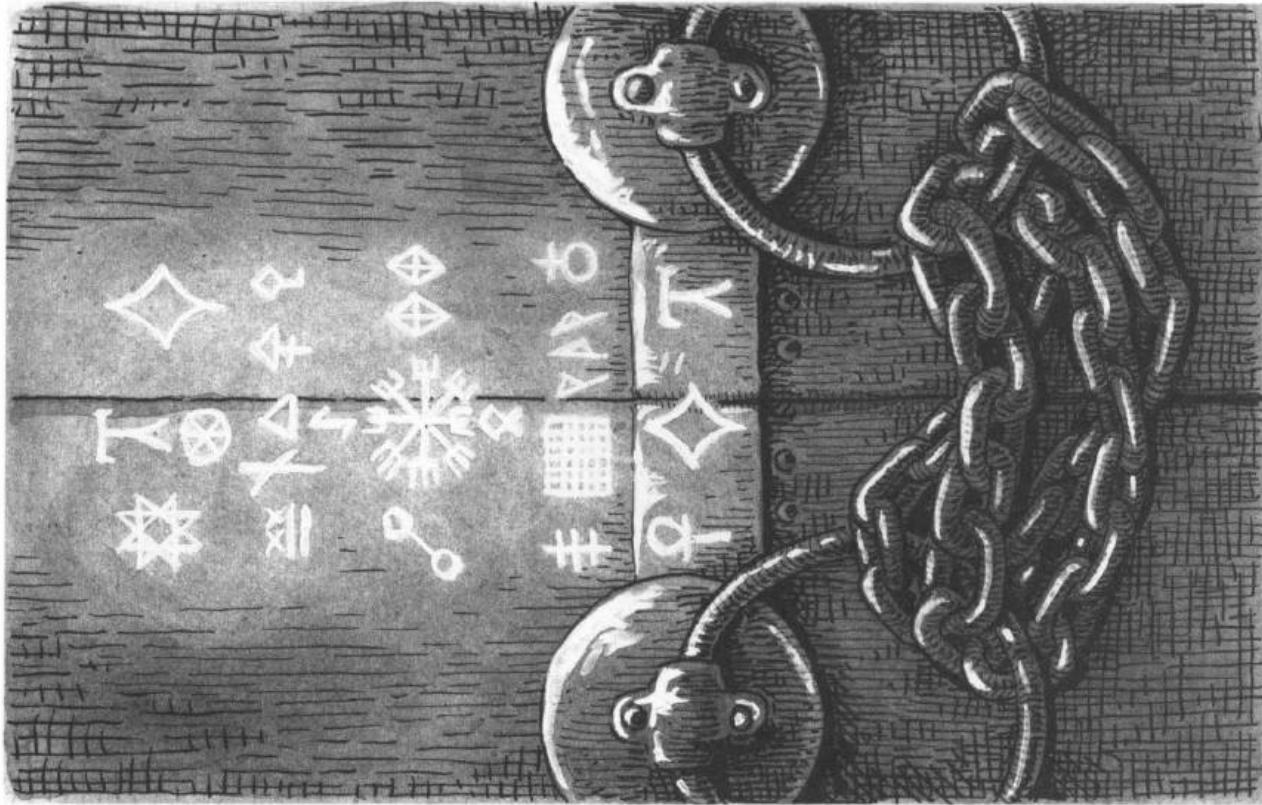
Keoish	5 sp
Local	3 sp
Urnst (special aged)	1 gp

## Liqueur (per 1/2 gill)

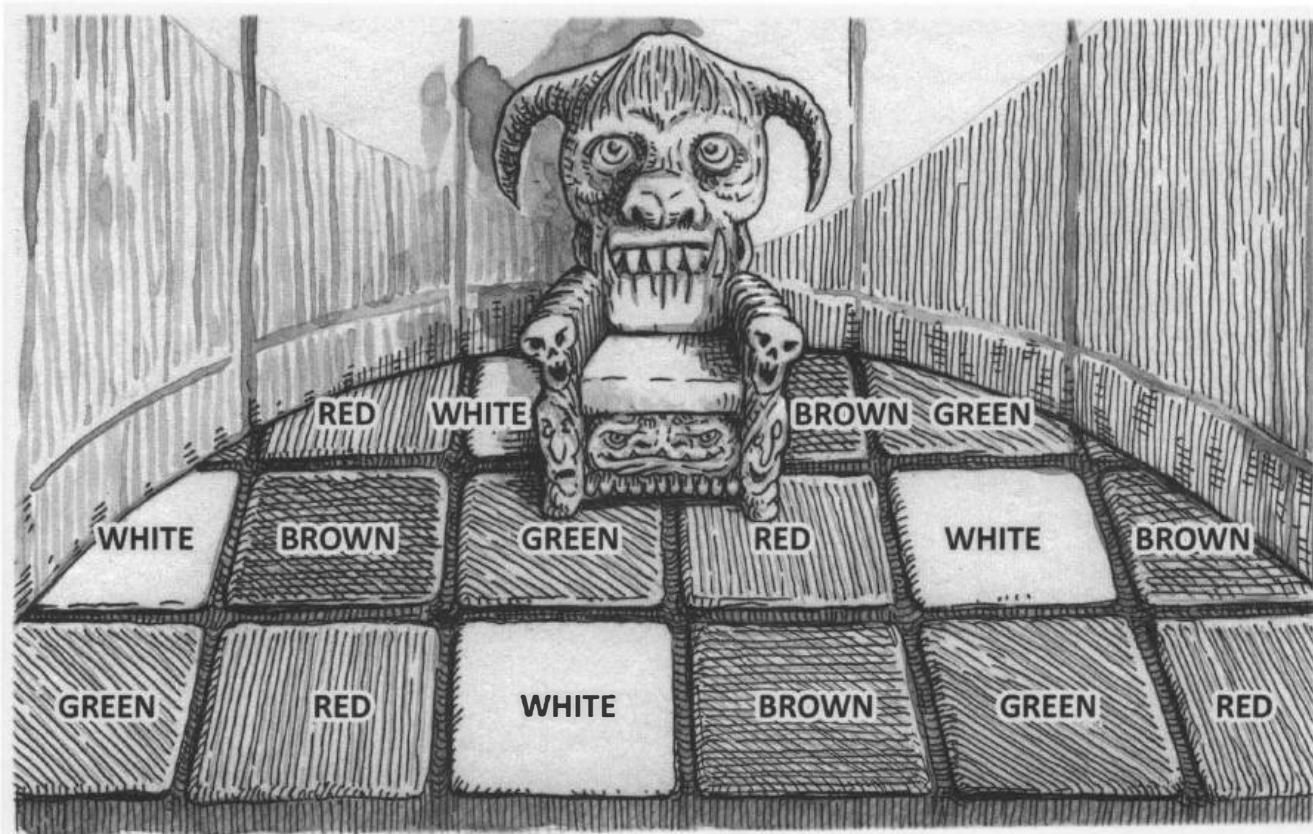
Dwarven mushroom spirits	3 gp
Ulek elixir	3 gp



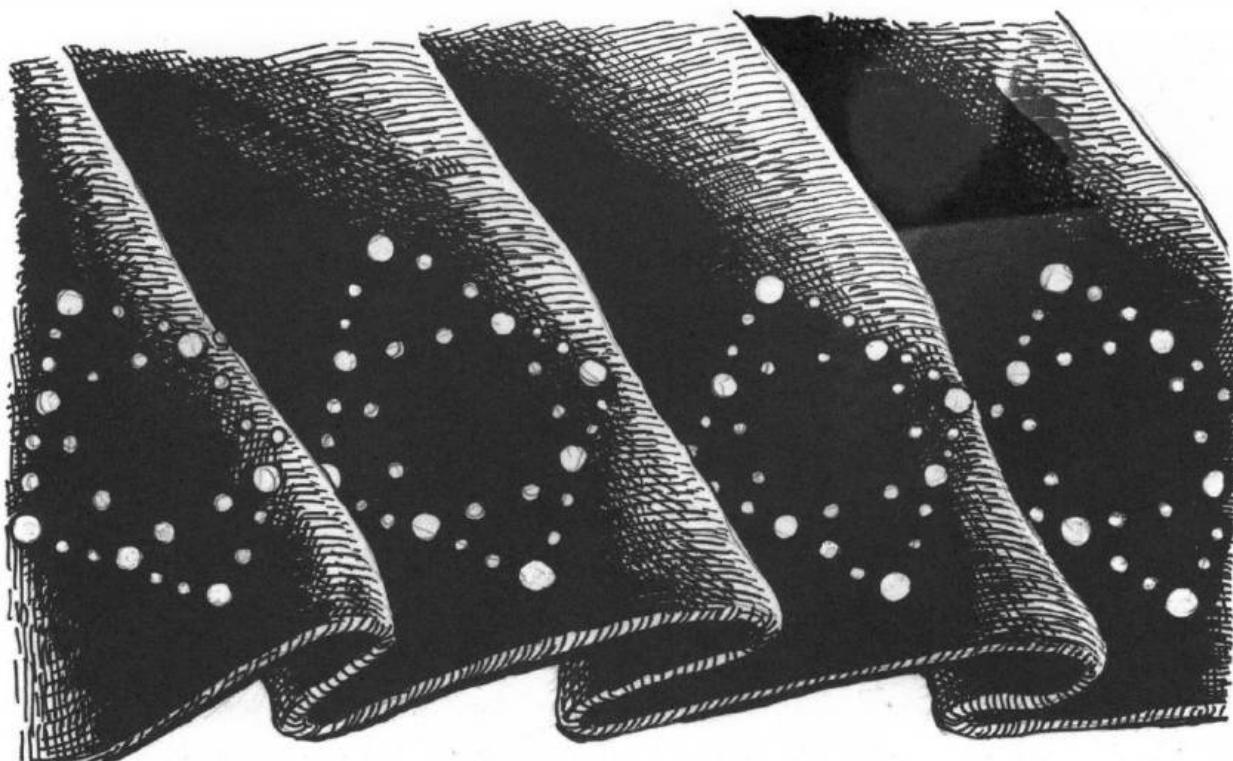
PLAYER HANDOUT 6



PLAYER HANDOUT 7



PLAYER HANDOUT 8



PLAYER HANDOUT 10

The Two united, in the past  
a Place to build, and spells to cast  
Their power grew, and took the land  
and people round, as they had planned.

A key without a lock they made  
of gold and gems, and overlaid  
with spells, a tool for men to wield  
to force the powers of Good to yield.

But armies came, their weapons bared  
while evil was yet unprepared.

The Hart was followed by the Crowns  
and Moon, and people of the towns.

The Two were split; one got away  
but She, when came the judgment day,  
did break the key, and sent the rocks  
to boxes four, with magic locks.

In doing so, She fell behind  
as He escaped. She was confined  
among Her own; her very lair  
became her prison and despair.

The Place was ruined, torn apart  
and left with chains around the heart  
of evil power—but the key  
was never found in the debris.

He knows not where She dwells today.  
She set the minions' path, the way  
To lift Her Temple high again  
With tools of flesh, with mortal men.

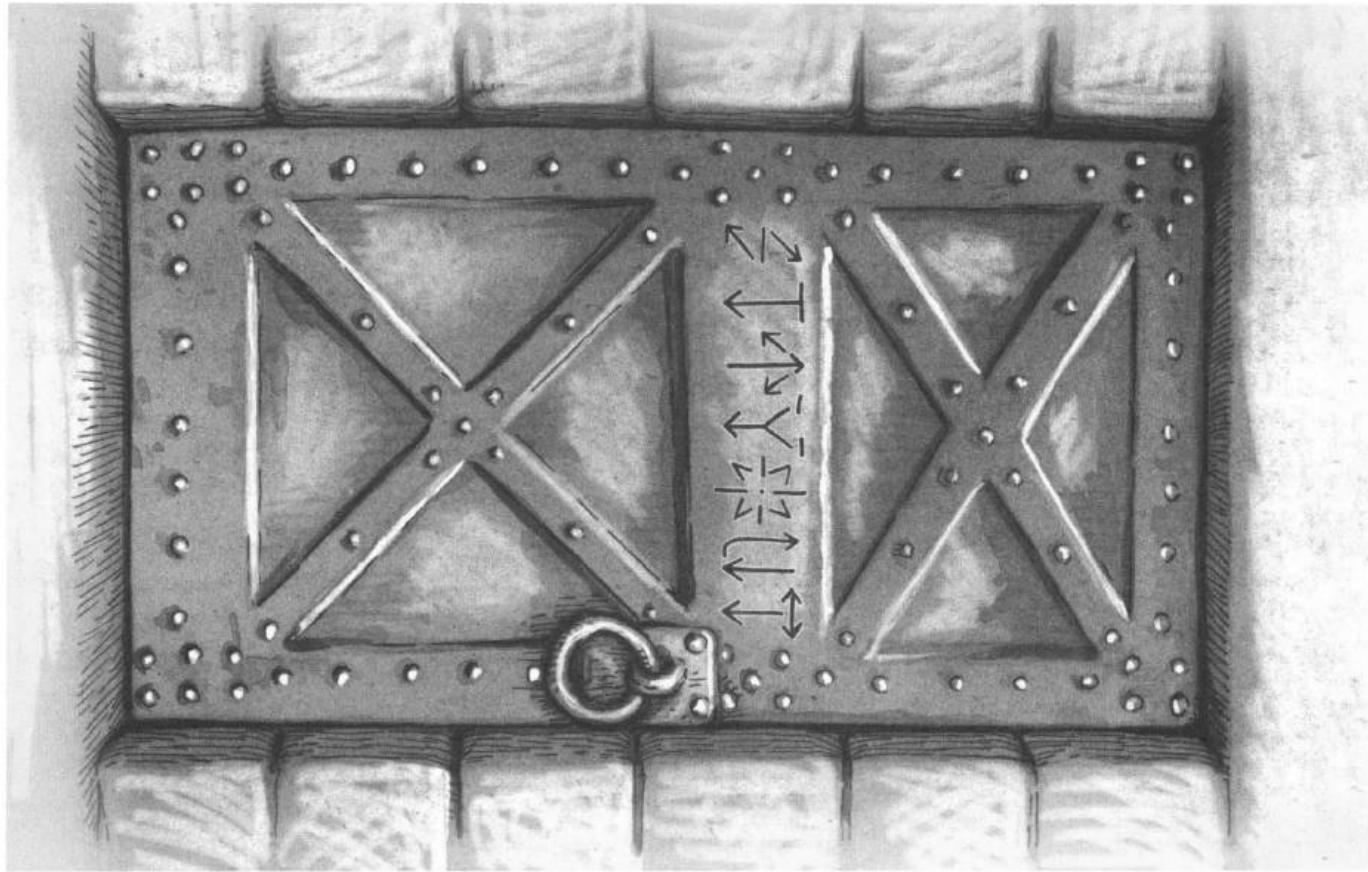
Many now have gone to die  
in water, flame, in earth, or sky.  
They did not bear the key of old  
that must be found—the orb of gold.

Beware, my friend, for you shall fail  
unless you have the wherewithal  
to find and search the boxes four  
and then escape forevermore.

But with the key, you might succeed  
in throwing down Her power and greed.  
Destroy the key when you are done  
and then rejoice, the battle won.

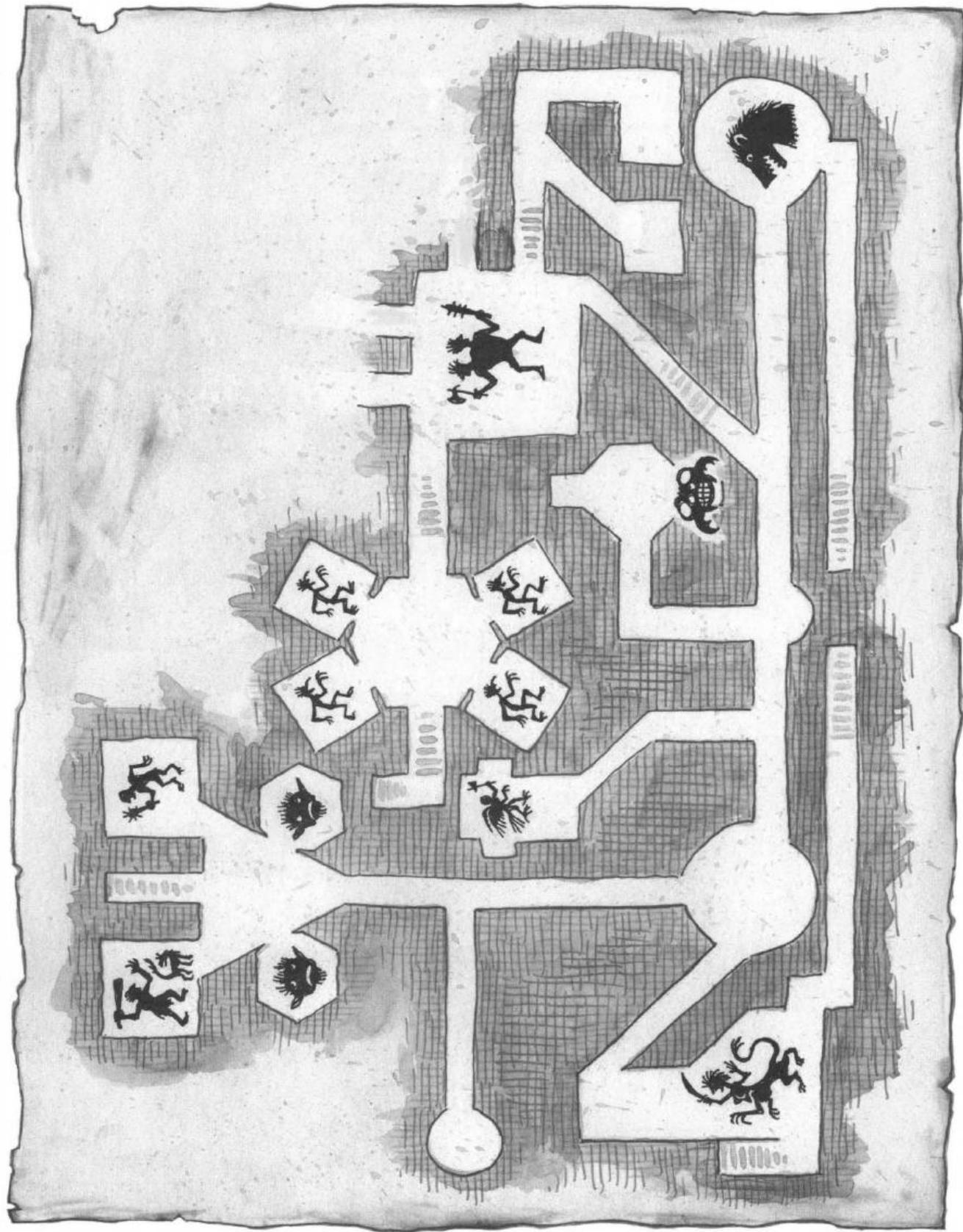
## PLAYER HANDOUT 9

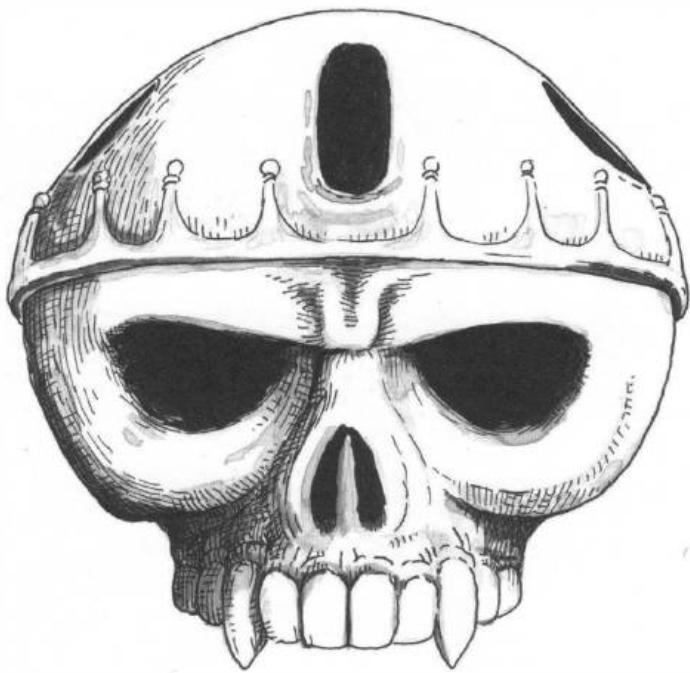
**PLAYER HANDOUT II**



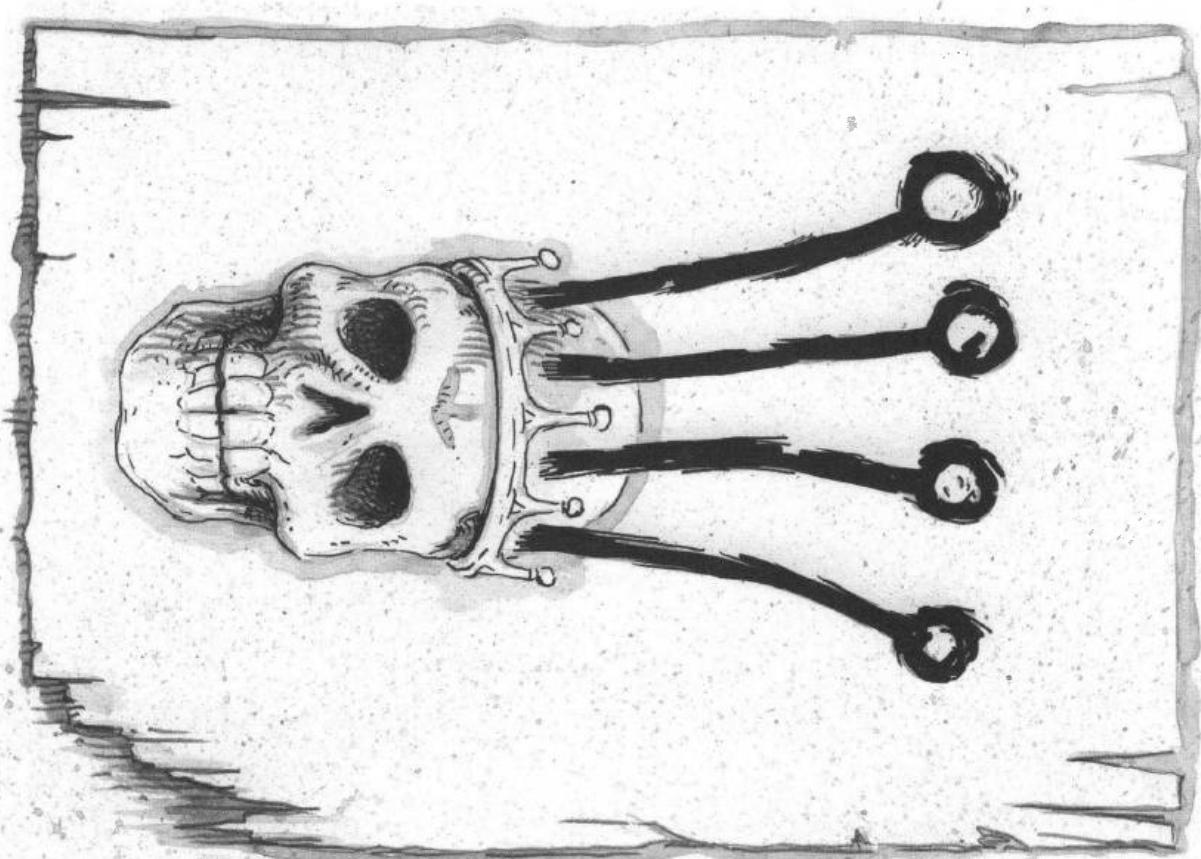
**PLAYER HANDOUT 12**

PLAYER HANDOUT 13





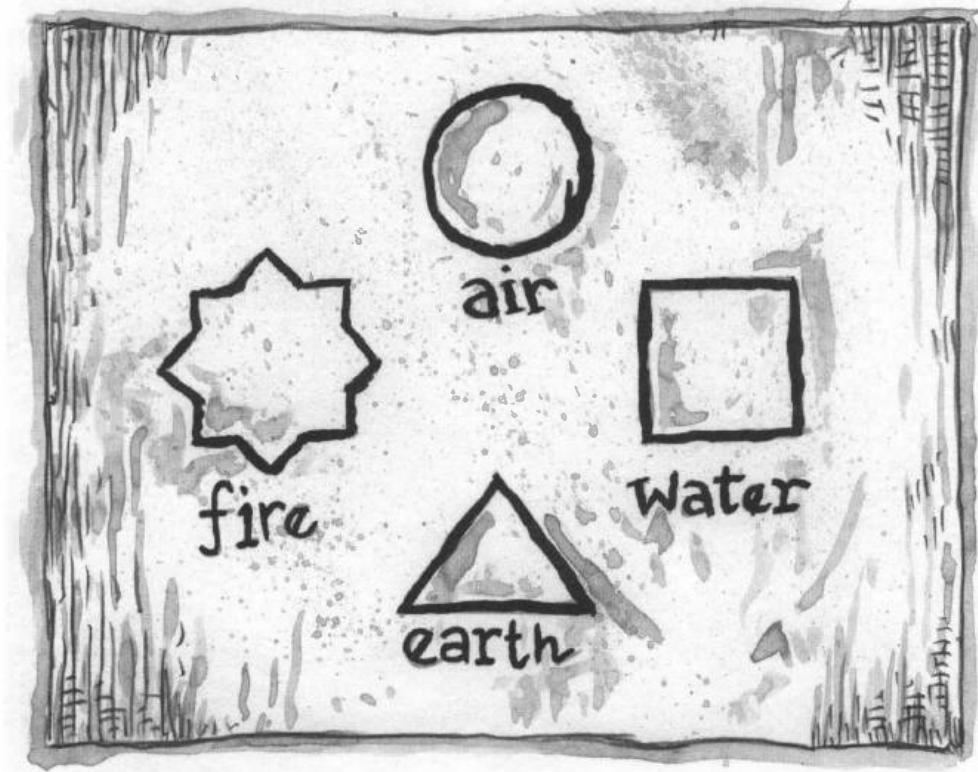
## PLAYER HANDOUT 14



PLAYER HANDOUT 15



PLAYER HANDOUT 16



PLAYER HANDOUT 17

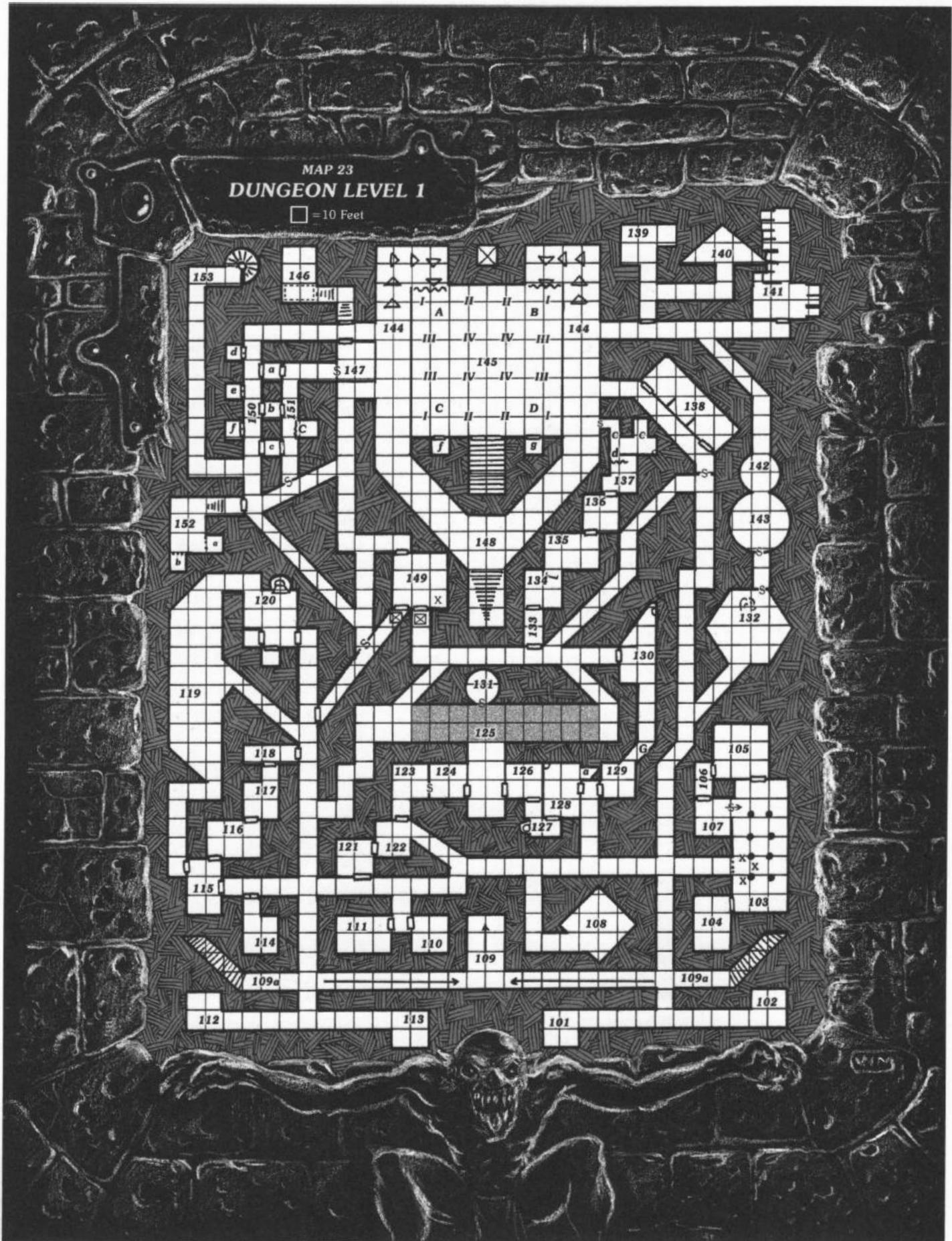


## PLAYER HANDOUT 18

## APPENDIX F-2

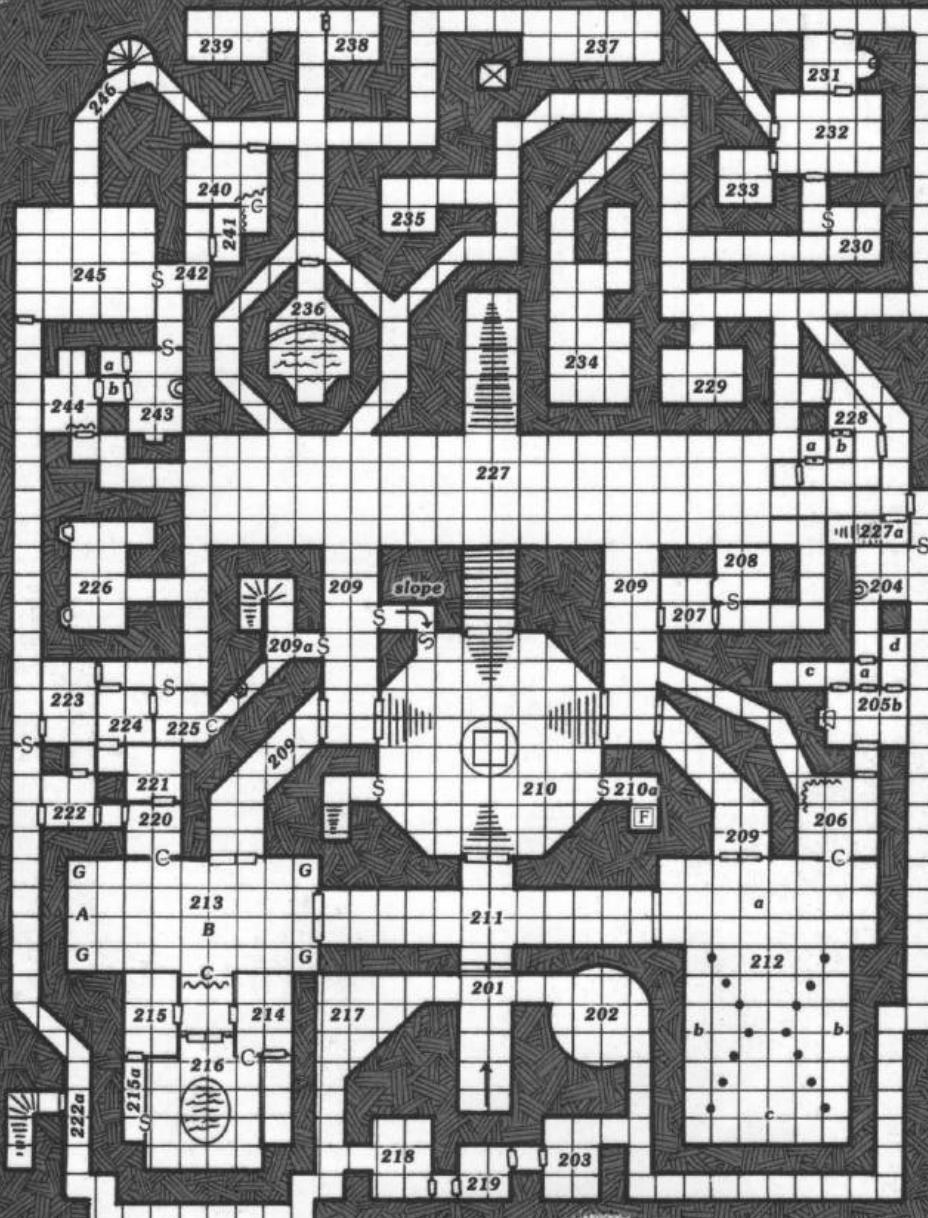
# Maps for Volume 2

This two-volume set features many maps, the second half of which are included in the preceding chapters near their encounter descriptions. They are collected in this appendix for ease of use by the Dungeon Master. See appendix F-1 for the first half.



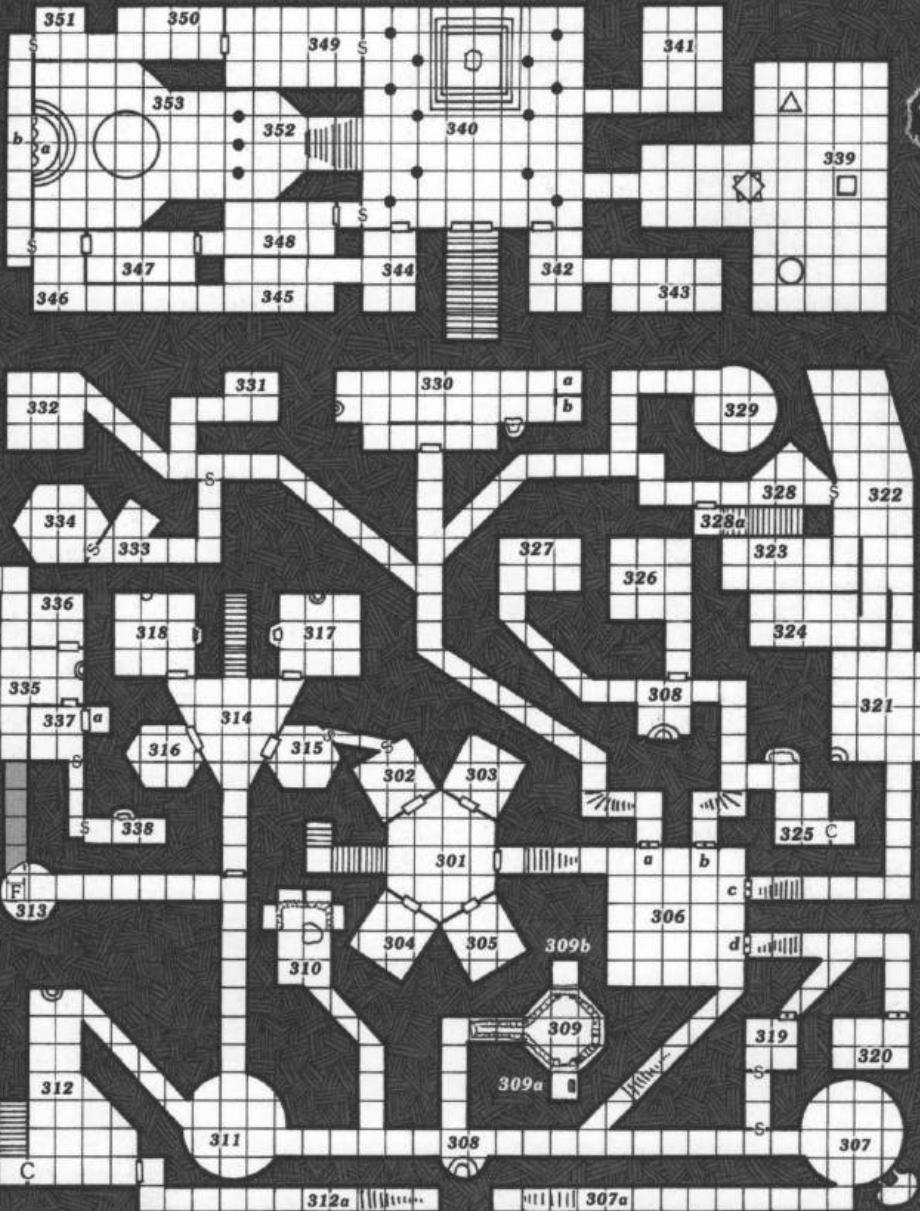
MAP 24  
**DUNGEON LEVEL 2**

= 10 Feet



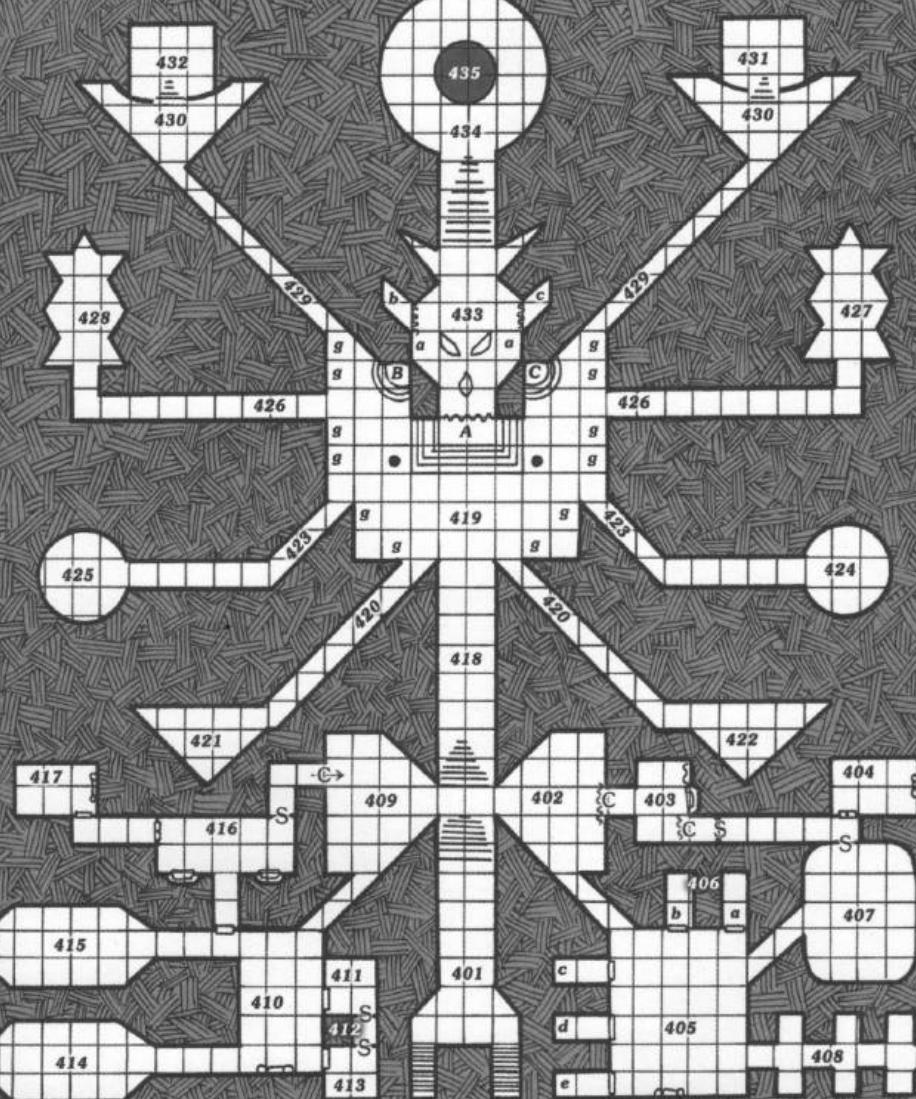
MAP 25  
DUNGEON LEVEL 3

□ = 10 FEET

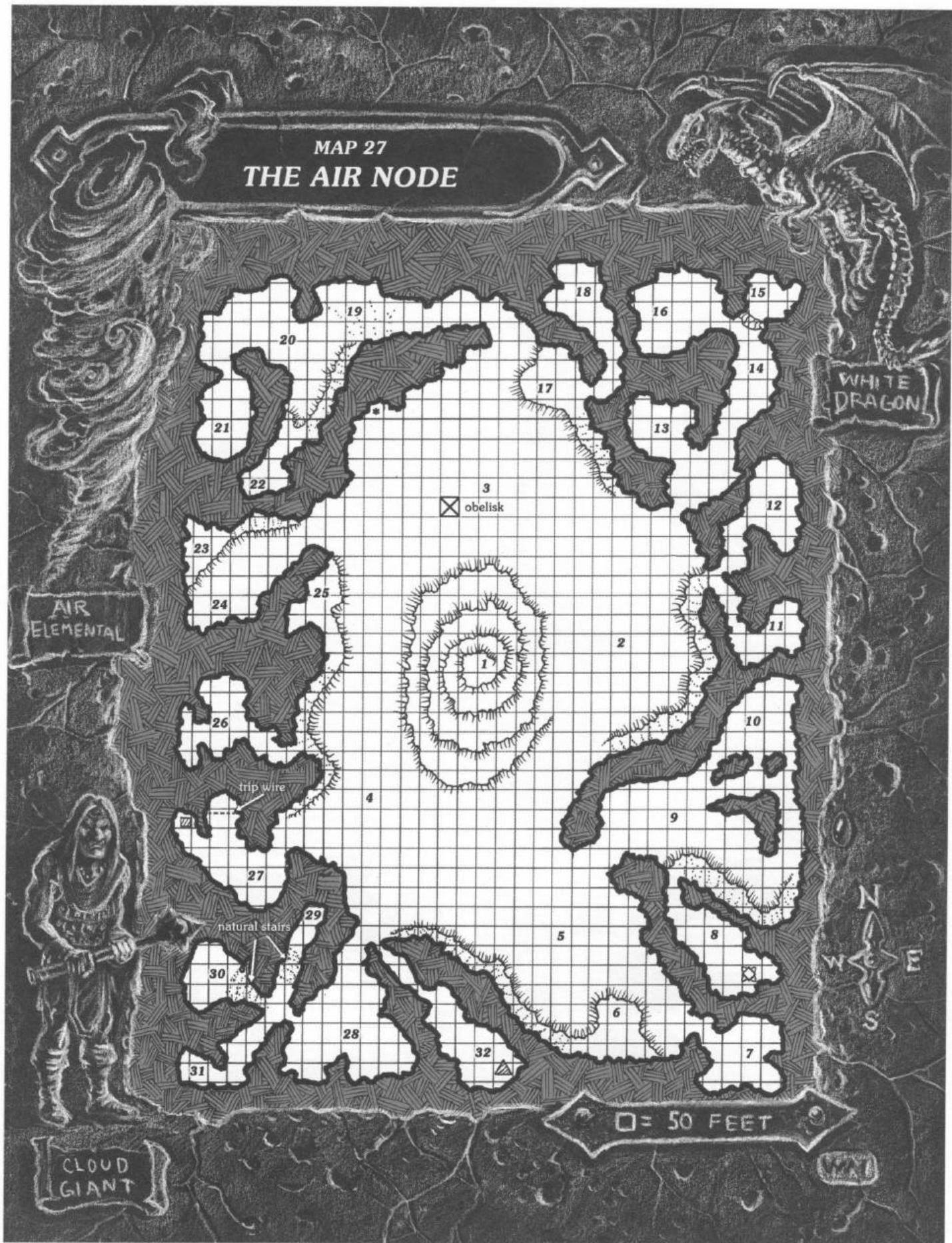


MAP 26  
DUNGEON LEVEL 4

□ = 10 FEET



MAP 27  
THE AIR NODE



MAP 28  
THE EARTH NODE

□ = 10 FEET

20

23

24

18

21

NORTH

22

4

19

1

6

17

7

5

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14

12

9

15

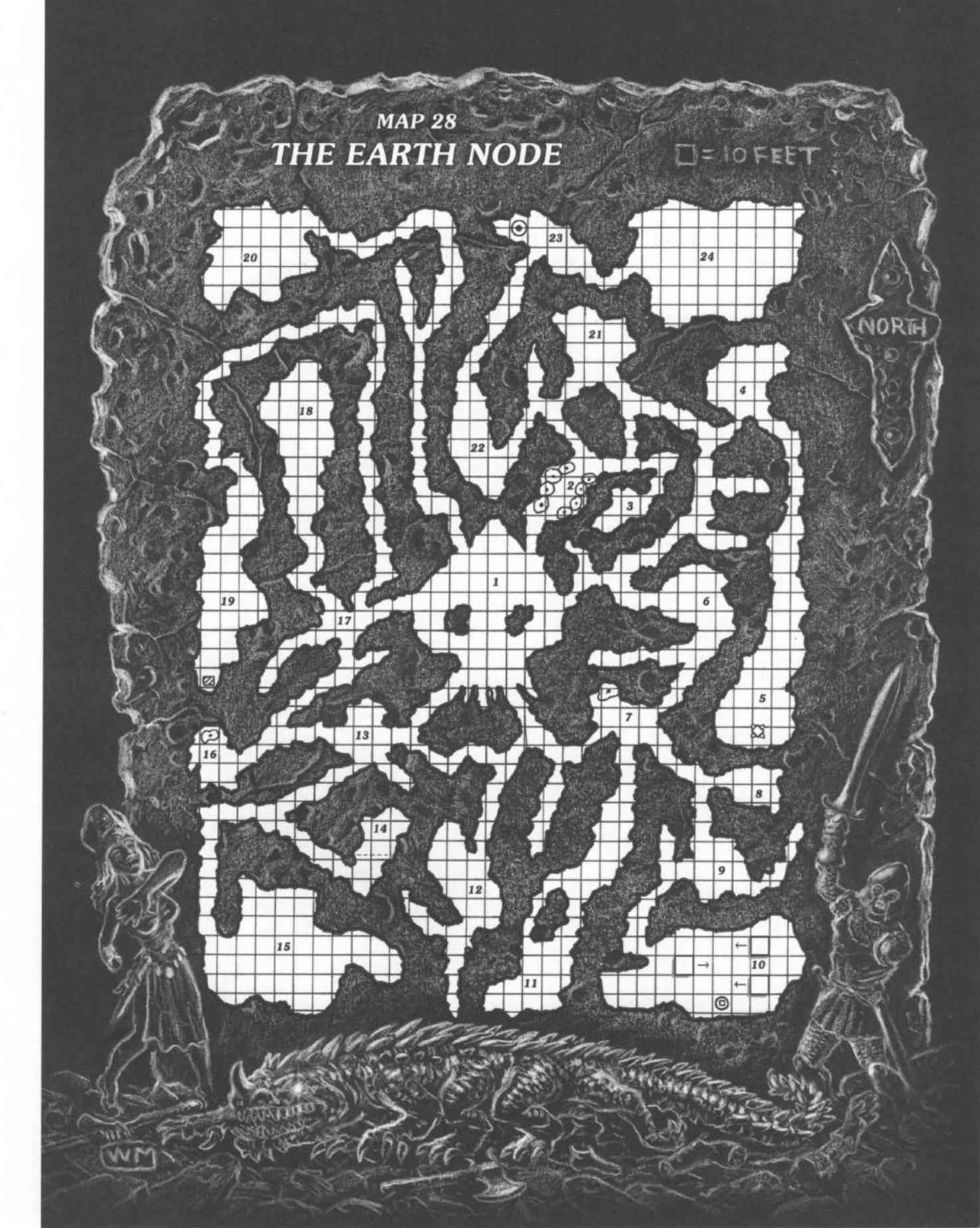
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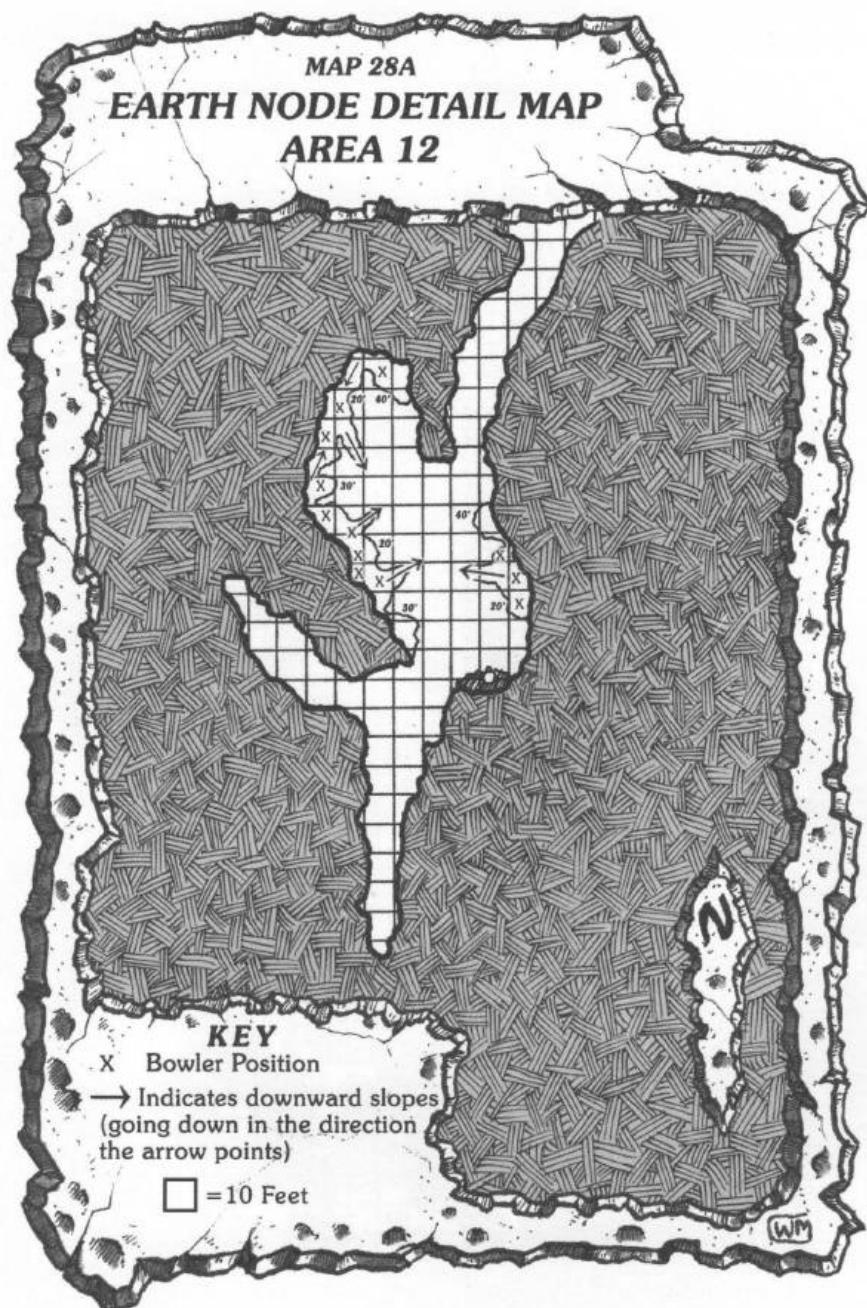
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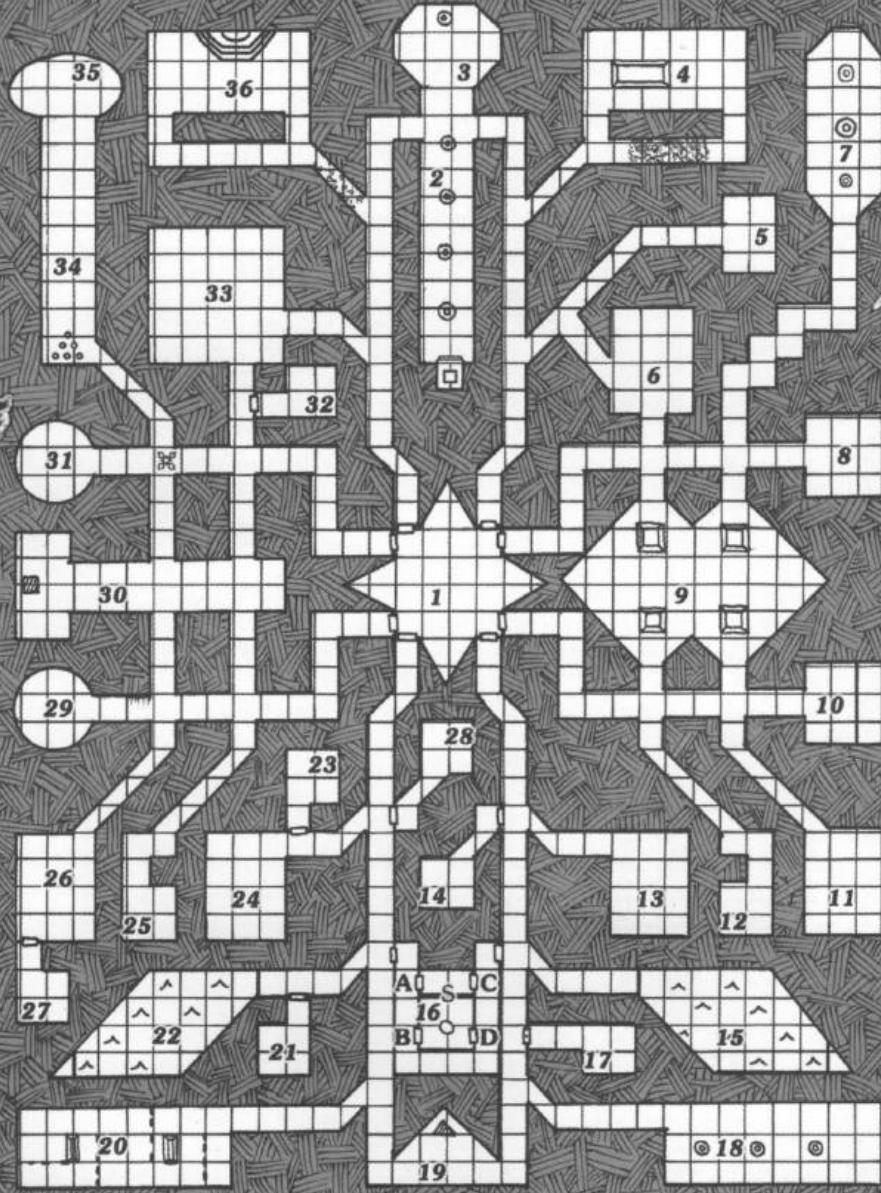
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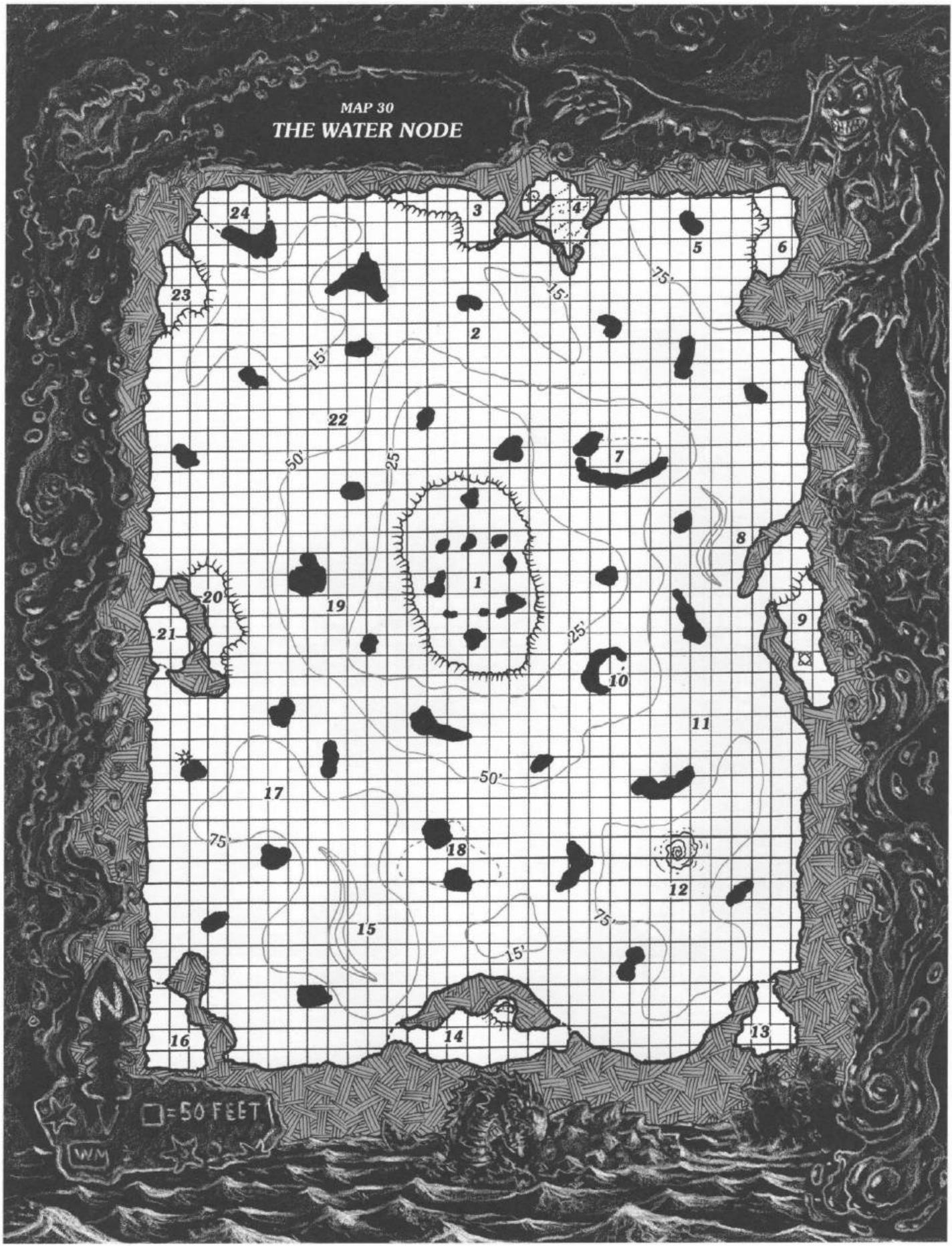




MAP 29  
THE FIRE NODE



MAP 30  
THE WATER NODE



## APPENDIX G

# Glossary

**Ablutions.** the act of washing oneself (often used for humorously formal effect).

**Apéritif.** a small drink of alcoholic liquor taken to stimulate the appetite before a meal.

**Barbute.** a visorless war helmet, often with a distinctive "T" shaped or "Y" shaped opening for the eyes and mouth.

**Battlement.** a parapet at the top of a wall, especially of a fort or castle, that has regularly spaced squared openings for shooting through.

**Billet.** a small chunk of wood; a short section of a log, especially one cut for fuel.

**Cassock.** a full-length garment of a single color worn by certain clergy, acolytes, or another in a particular role in a church.

**Censer.** a container in which incense is burned, typically during a religious ceremony.

**Cerise.** a bright or deep red color.

**Chaise lounge.** an upholstered sofa in the shape of a chair that is long enough to support the legs.

**Cinnabar.** a bright red mineral consisting of mercury sulfide. It is the only important ore of mercury and is sometimes used as a pigment.

**Cresset.** a metal cup or basket, often mounted to or suspended from a pole, containing oil, pitch, a rope steeped in rosin, or something flammable.

**Dais.** a low platform for a lectern, seats of honor, or a throne.

**Decanter.** a stoppered glass container into which wine is decanted.

**Digestif.** a drink of brandy, liqueur, etc., taken after a meal to aid the digestion.

**Divan.** a long low sofa without a back or arms, typically placed against a wall.

**Domicile.** a person's residence or home.

**Ewer.** a large jug with a wide mouth, used for carrying water for someone to wash in.

**Flambeaux.** a flaming torch, especially one made of several thick wicks dipped in wax.

**Fortnight.** a unit of time equal to 14 days.

**Gaoler.** a person in charge of a jail or of the prisoners in it.

**Guano.** the excrement of seabirds and bats, used as fertilizer.

**Hale.** (of a person, especially an elderly one) strong and healthy.

**Hubris.** excessive pride or self-confidence.

**Ichthyic.** fishlike.

**Jape.** (noun) a practical joke. (verb) say or do something in jest or mockery.

**Kine.** cows collectively.

**Laity.** lay people, as distinct from the clergy.

**Lodestone.** a naturally magnetized piece of the mineral magnetite.

**Machicolate.** to furnish (as a turret) with machicolations.

**Major-domo.** the chief steward of a large household.

**Mantlet.** a large shield or portable shelter used for stopping projectiles in warfare. It could be mounted on a cart to protect one or more soldiers.

**Merlon.** the solid part of an embattled parapet between two embrasures.

**Millet.** A fast-growing cereal plant that is widely grown in warm countries and regions with poor soils. The numerous small seeds are used to make flour or alcoholic drinks.

**Mote.** a tiny piece of a substance.

**Niche.** a recess in a wall, especially for a statue.

**Ochre.** an earthy pigment containing ferric oxide, typically with clay, varying from light yellow to brown or red.

**Odoriferous.** having or giving off a smell, especially an unpleasant or distinctive one.

**Ordure.** excrement; dung.

**Overweening.** showing excessive confidence or pride.

**Parapet.** a low protective wall along the edge of a roof, bridge, or balcony.

**Pilaster.** a rectangular column, especially one projecting from a wall.

**Plinth.** a heavy base supporting a statue or vase.

**Porphyry.** a hard, igneous rock containing crystals, usually of feldspar, in a fine-grained, typically reddish groundmass.

**Potable.** safe to drink; drinkable.

**Rapine.** the violent seizure of someone's property.

**Repast.** a meal.

**Splay.** (noun) a surface making an oblique angle with another, such as the splayed side of a window or embrasure.

**Surcoat.** a loose robe worn over armor.

**Thurible.** a censer.

**Tun.** a large beer or wine cask.

**Turret.** a small tower on top of a larger tower or at the corner of a building or wall, typically of a castle.

**Unguent.** a soft greasy or viscous substance used as ointment or for lubrication.

**Verdigris.** a bright bluish-green encrustation or patina formed on copper or brass by atmospheric oxidation, consisting of basic copper carbonate.

**Volucrine.** of or relating to birds.

**Welter.** a large number of items in no order; a confused mass.

**Widdershins.** in a direction contrary to the sun's course, considered as unlucky; counterclockwise.

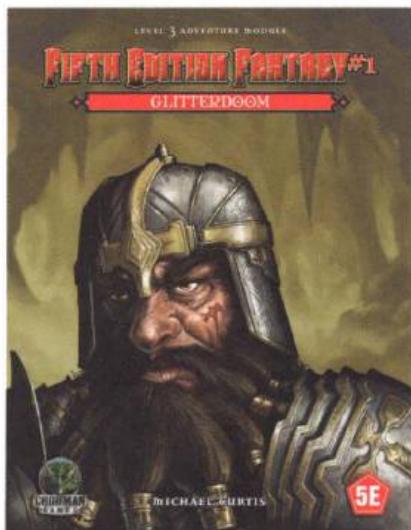
**Zephyr.** a soft gentle breeze.



∞ HERE ENDS VOLUME TWO ∞

# FIFTH EDITION FANTASY

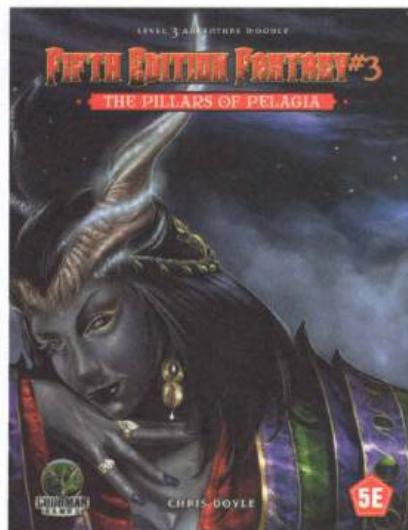
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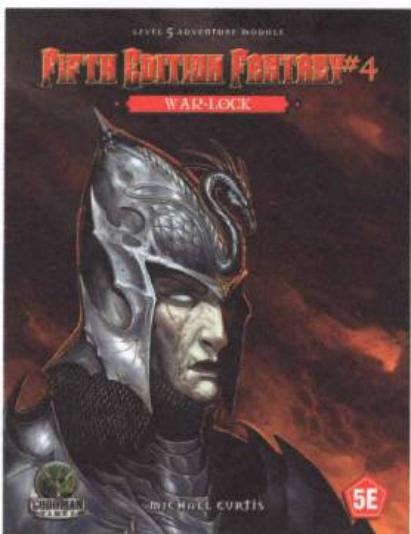
FEF #1: Glitterdoom  
Level 3 adventure



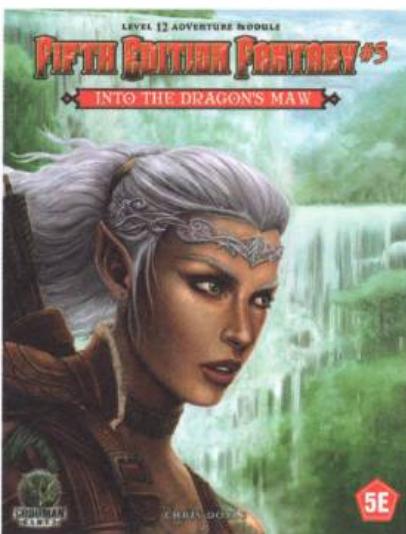
FEF #2: The Fey Sister's Fate  
Level 1 adventure



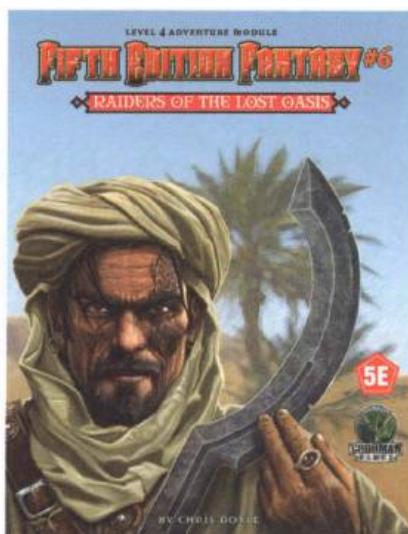
FEF #3: The Pillars of Pelagia  
Level 3 adventure



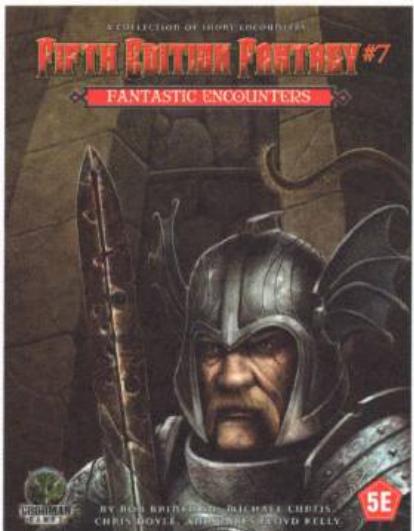
FEF #4: War-Lock  
Level 5 adventure



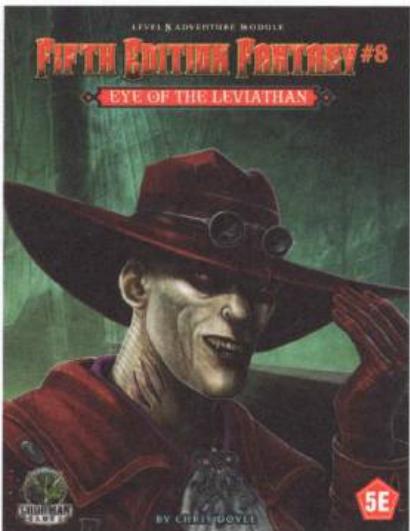
FEF #5: Into the Dragon's Maw  
Level 12 adventure



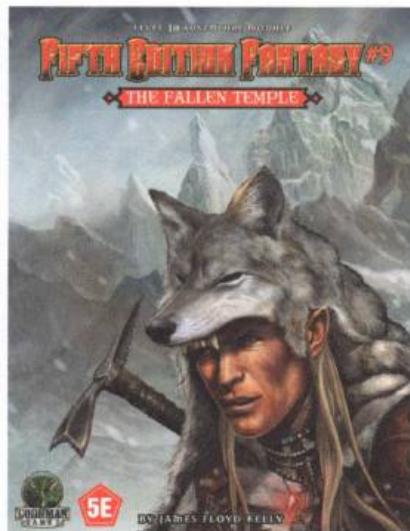
FEF #6: Raiders of the Lost Oasis  
Level 4 adventure



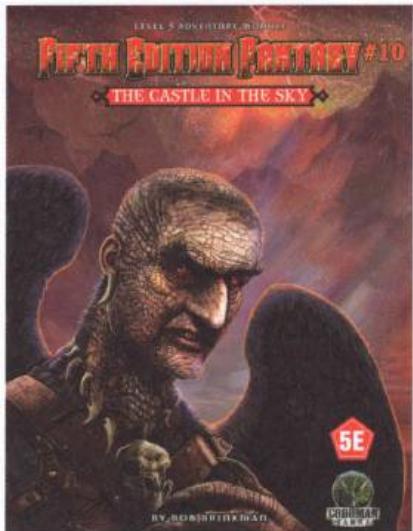
**FEF #7: Fantasy Encounters**  
A collection of short encounters



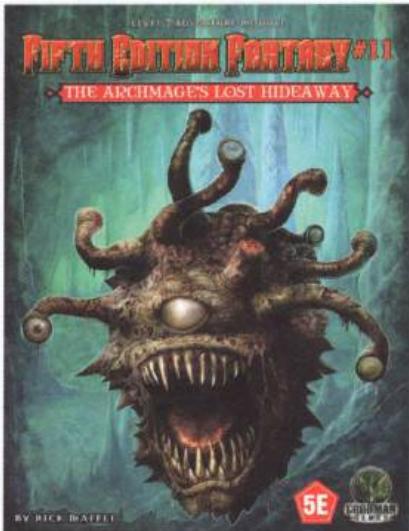
**FEF #8: Eye of the Leviathan**  
Level 8 adventure



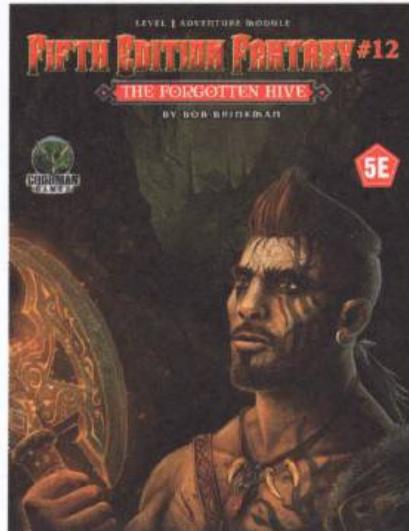
**FEF #9: The Fallen Temple**  
Level 10 adventure



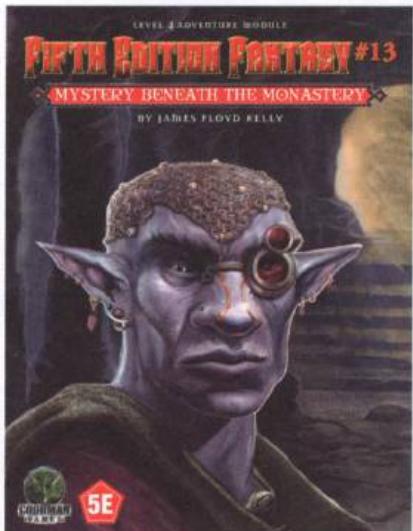
**FEF #10: The Castle in the Sky**  
Level 5 adventure



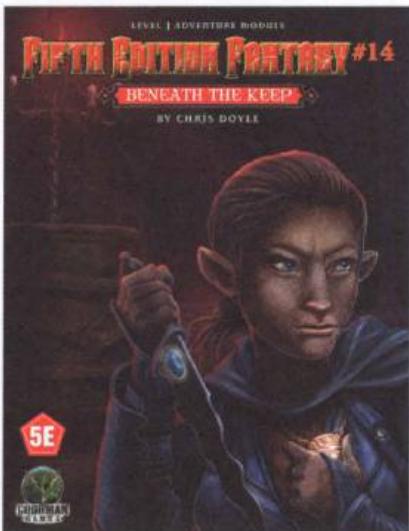
**FEF #11: The Archmage's Lost Hideaway**  
Level 7 adventure



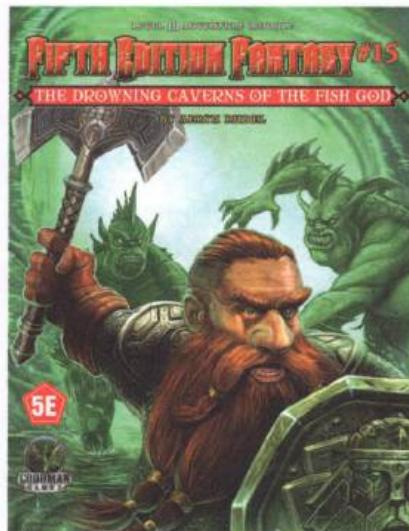
**FEF #12: The Forgotten Hive**  
Level 1 adventure



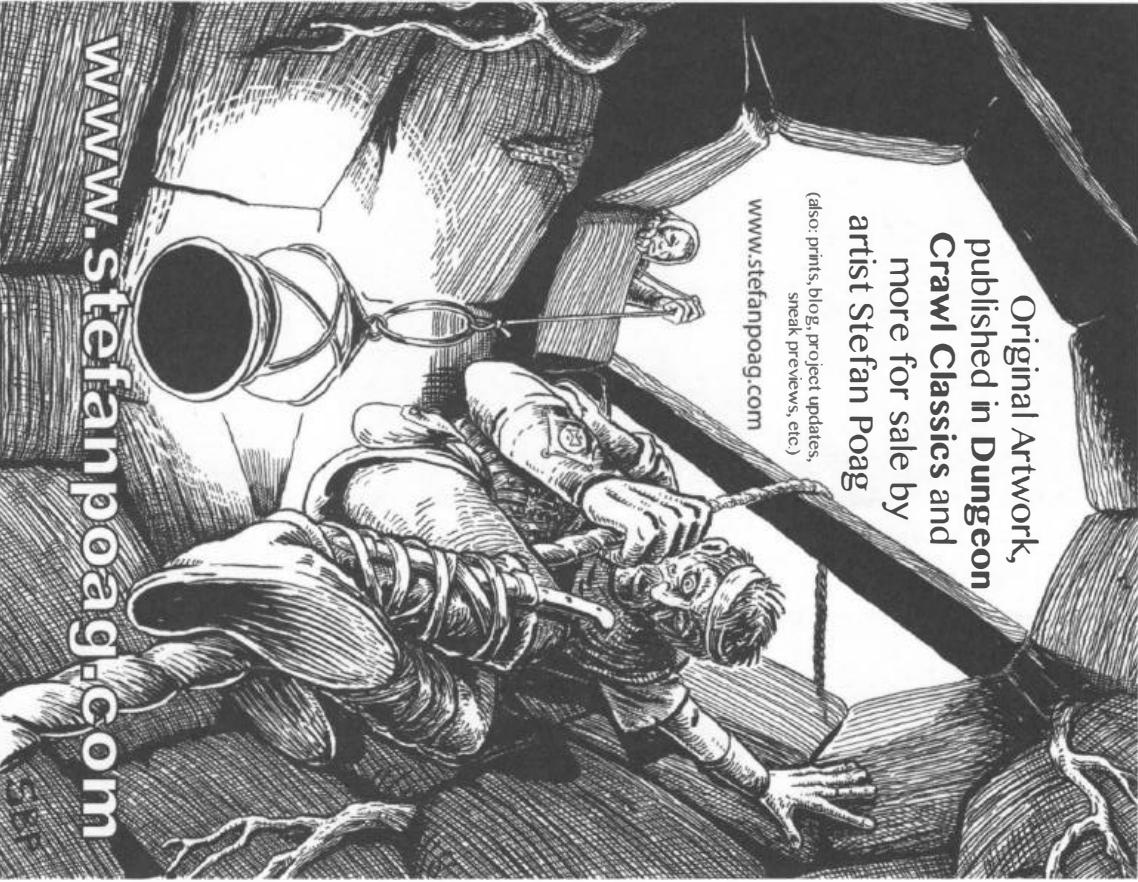
**FEF #13: Mystery Beneath the Monastery**  
Level 4 adventure



**FEF #14: Beneath The Keep**  
Level 1 adventure



**FEF #15: The Drowning Caverns**  
Level 10 adventure



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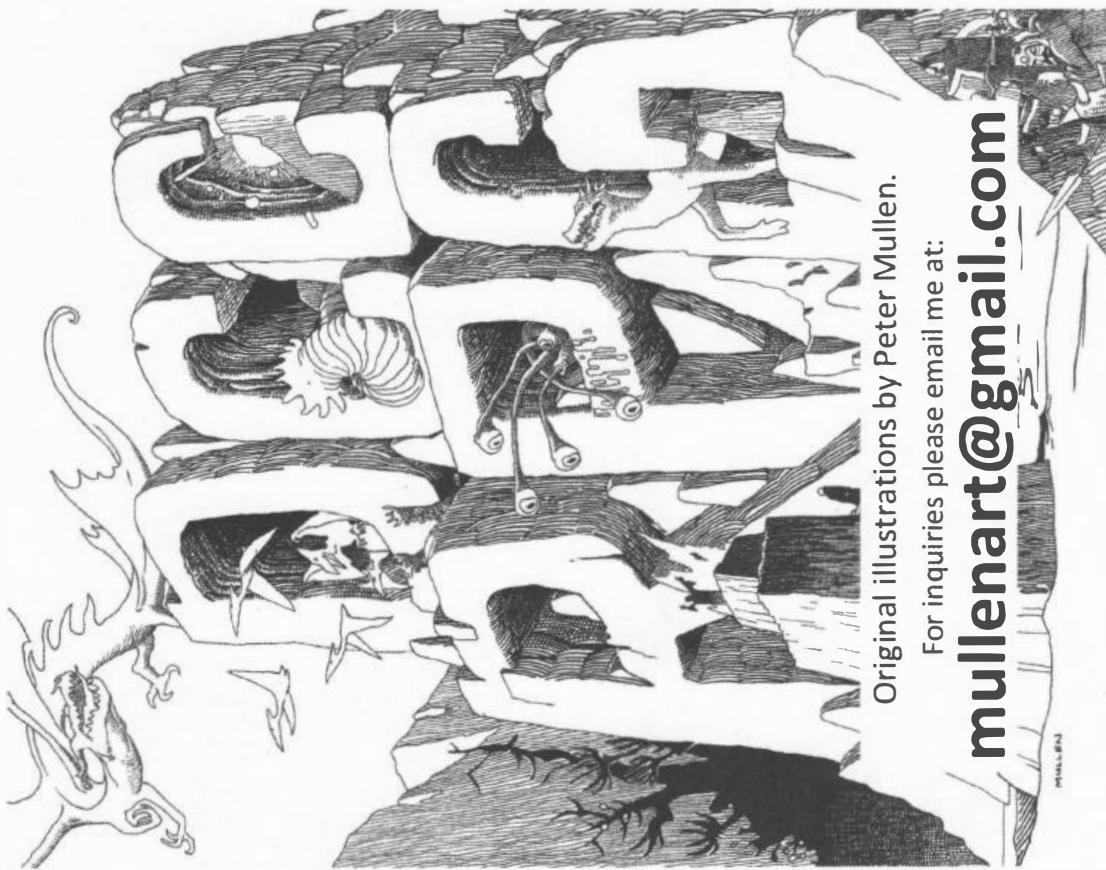
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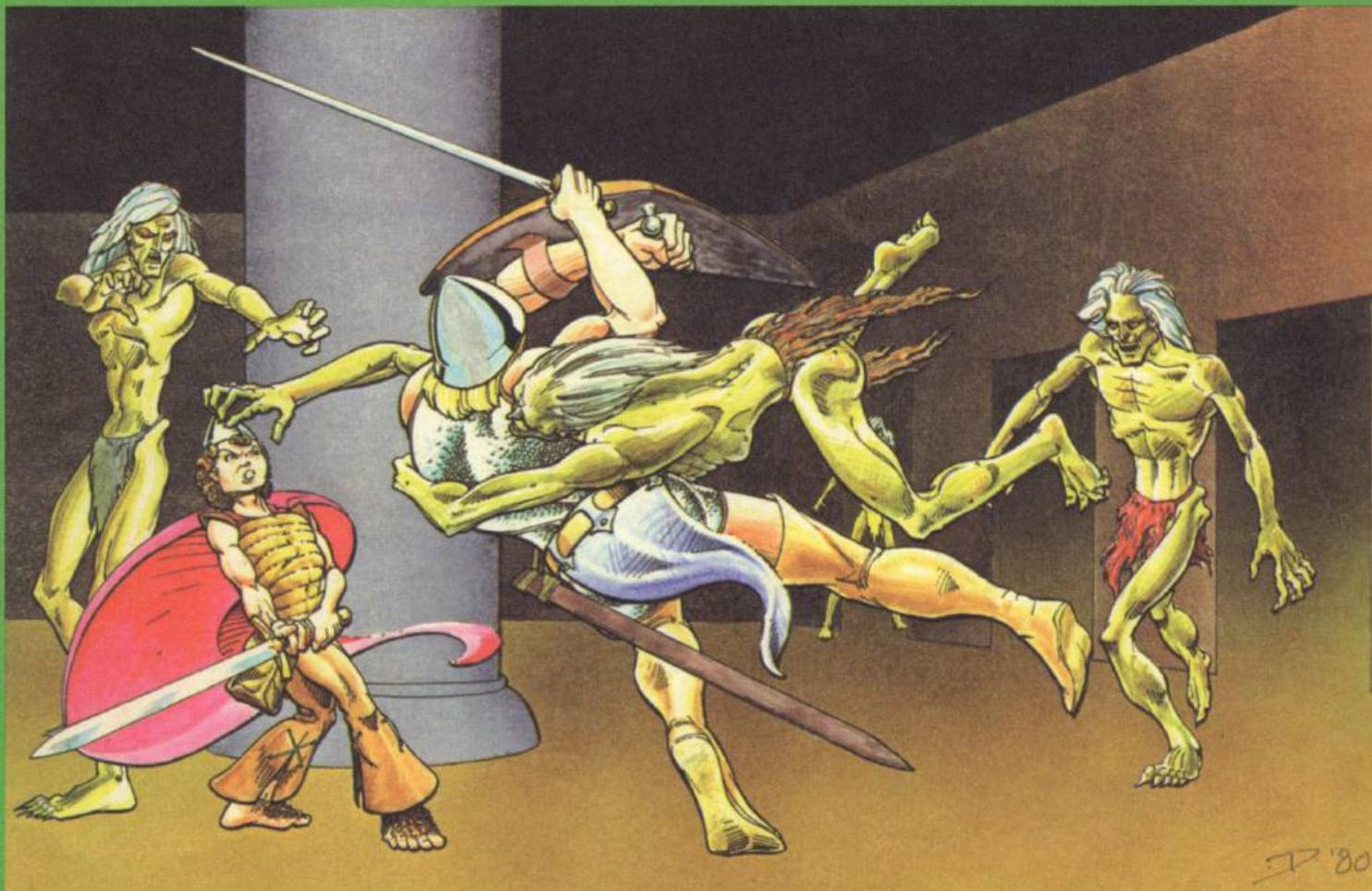
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# Dungeon Module T1

## The Village of Hommlet

by Gary Gygax

INTRODUCTORY TO NOVICE LEVEL



*The Village of Hommlet has grown up around a crossroads in a woodland. Once far from any important activity, it became embroiled in the struggle between gods and demons when the Temple of Elemental Evil arose but a few leagues away. Luckily for its inhabitants, the Temple and its evil hordes were destroyed a decade ago, but Hommlet still suffers from incursions of bandits and strange monsters . . .*

*This module contains a map of the village and lands around, a large scale map of the inn, church, trading post, and guard tower (main floor, upper rooms and cellars), an informational key regarding the inhabitants, and a map and exploration key for a destroyed moat house, a former outpost of the Temple of Elemental Evil. The whole provides a complete, ready-to-play scenario, and is a lead-in to DUNGEON MODULE T2, THE TEMPLE OF ELEMENTAL EVIL.*



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